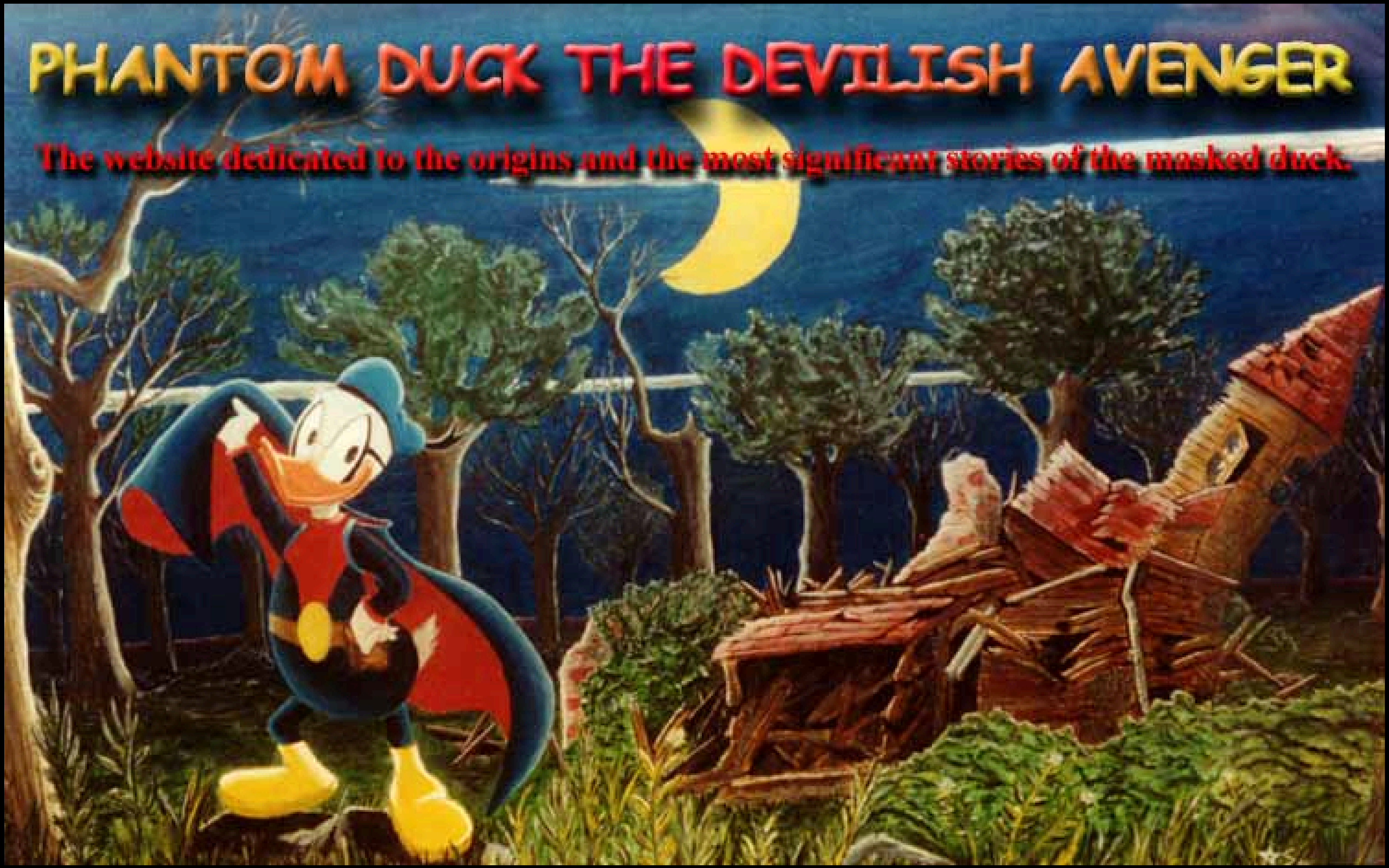
The origins
Villa Rosa
Fantomius
The hideout
Special devices
The stories
Disney "Darks"
Links


PHANTOM DUCK THE DEVILISH AVENGER
The website dedicated to the origins and the most significant stories of the masked duck.

For information, advice or comments write to Andrea Salimbeti.

Texts by Andrea Salimbeti,
HTML by Stefanie Gröner
Last updated October 17, 2024

Art Gallery
Summaries & Others
Website reviews
Gadgets
Site Map
Questionaire

Sign our GuestBook

Read our GuestBook

All images, if not otherwise specified, are copyrighted by the Walt Disney Company and are reproduced only as integrative explanatory documentation to the text.

Recommended screen settings: **1024x768**
Website visits since May 6th, 2001

The origins

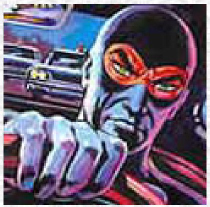
Page with soundtrack

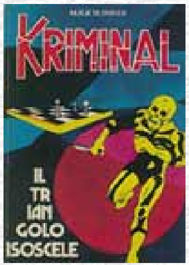
Batman
by Danny Elfman

Duck Avenger (**Paperinik**) was created in 1969 by Guido Martina and Elisa Penna who was chief editor of the Italian Disney comic ***TOPOLINO***.
As she herself said the idea of **Donald**'s alter-ego derived from the TV character **Dorellik**, interpretated by the actor and singer Johnny Dorelly in the TV show ***Johnny sera*** in 1967, followed one year later by the movie ***Arriva Dorellik***.

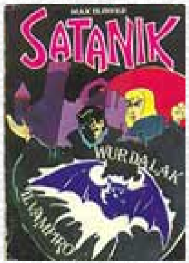
Obviously **Dorellik** is the silly parody of the criminal **Diabolik**, created by the imagination of the sisters Angela and Luciana Giussani and published for the first time in the Italian comic book in November 1st, 1962.

Copyright Inter Jet / Mega Film


Copyright Editrice Astorina



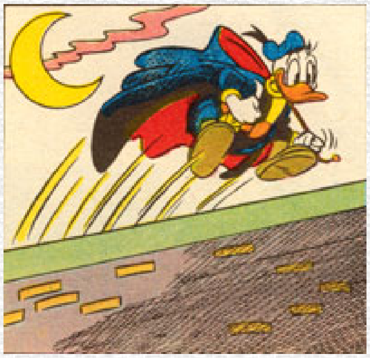
Copyright Editore Corno



Copyright Editore Corno

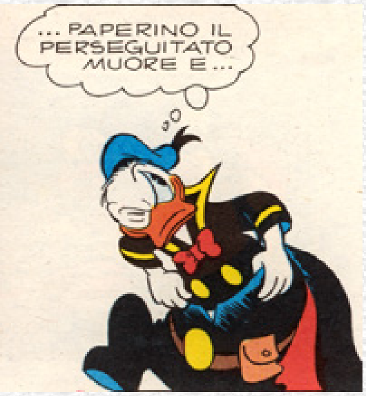
Of the other "dark" comic publications created in those years following the path of **Diabolik**, which are characterized by the use of the letter **K** in the name (**Kriminal, Satanik, Sadik**) there is one worth mentioning for his originality and innovation the comic: **Kriminal**, who in 1964 started the editorial career of Magnus as comics artist.
The protagonist of this serie is **Antony Logan**, alias **Kriminal**, an English outlaw who acts wearing a skeleton costume.

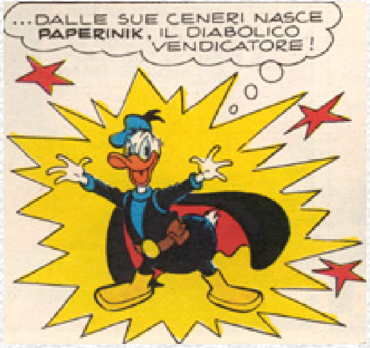
The early **Duck Avenger** due to his "modus operandi" and the mistery element of his stories, can be considered a mix of various "dark" characters mainly those coming from French literature (**Rocambolè**, **Arsène Lupin**, **Fantomas**), but also from oversea figures as the masked avenger **Zorro**, or the "superhero" **Batman**.



The first graphic realization of **Duck Avenger** appeared in the weekly Italian comic ***TOPOLINO* n° 705** June 1st, 1969, where in the internal section ***QUI...PAPERINO QUACK*** a preview of the first **Duck Avenger** story (published in the following ***TOPOLINO* n°706 - 707** June 8th and 15th, 1969) was shown. This first story entitled ***PAPERINIK IL DIABOLICO VENDICATORE*** (***DUCK AVENGER THE DEVILISH AVENGER***), written by Guido Martina and drawn by Giovan Battista Carpi, tells how **Donald** received by mistake the property of **Villa Rose**, which was the mansion of the gentleman thief **Fantomallard**, how **Donald** discovered his secrets and his black costume which he decided to use in order to have his revenge against **Uncle Scrooge** and the lucky cousin **Gladstone**.

Carpi had said about this character:" In the begining he was an interesting double identity case, he was the expression of Donald's frustations which were relieved through this new identity..."


... PAPERINO IL PERSEGUITATO MUORE E ...


...DALLE SUE CENERI NASCE PAPERINIK, IL DIABOLICO VENDICATORE!

On YouTube the group "The Donal Duck Project" has created a narrative cartoon in english of the first **Duck Avenger** adventure in two parts **THE DIABOLICAL DUCK AVENGER**
[https://www.youtube.com/watch?v=C80AjPuw3iA&t=242s/The Diabolical Duck Avenger Part 1/](https://www.youtube.com/watch?v=C80AjPuw3iA&t=242s)

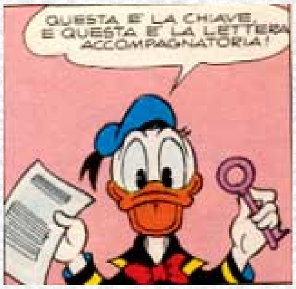
[https://www.youtube.com/watch?v=9E5pPJKZ1Zk&t=335s/The Diabolical Duck Avenger Part 2/](https://www.youtube.com/watch?v=9E5pPJKZ1Zk&t=335s)

GENESIS OF AN AVENGER

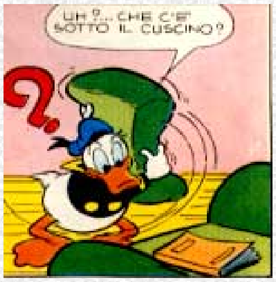
Duck Avenger becomes real through a series of unexpected and lucky situations which transform **Donald** from a victim into a feared avenger.

The events of his first adventure reveal **Donald**'s most courageous and hard-working personality which (sometimes distorted in the Italian stories) remind in some way of the golden years of Barks' adventures.

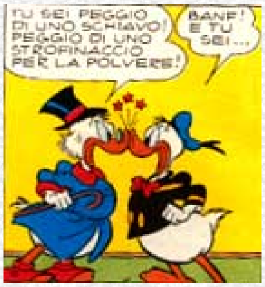
THE LUCKY EVENT: **Donald** won Villa Rose due to a wrong mail delivery (the real winner was **Gladstone**). This situation completelly changed the image of the unlucky Duck as often shown in the stories made in Italy.
It makes you wonder, what if Villa Rose had been given to **Gladstone**, as it should have, would he have become himself a "**Gander Avenger**"...more likely not his life-style and his dandy personality woudn't have given birth to such an alter-ego.


QUESTA E' LA CHIAVE, E QUESTA E' LA LETTERA ACCOMPAGNATORIA!

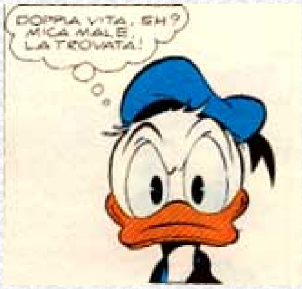
THE CASUAL FINDING: Due to another lucky event **Donald** found **Fantomallard**'secret diary hidden under an armchair cushin. An interesting and unexpected situation seems to begin for **Donald**. Probably if this diary haven't been found in this occasion, **Donald** would have given back Villa Rose to **Gladstone** (also because his nephews didn't like it). Another lost possibility to have an improbable "**Gander Avenger**".


UH ?... CHE C'E' SOTTO IL CUSCINO?

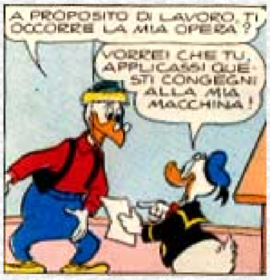
THE SPARKS THAT SET OFF THE REVENGE: Just in that day (because of the usual worthless job offer) **Donald** has a strong dispute with his uncle **Scrooge McDuck**. A good reason to plant the avenger's seed. Probably with a more relaxed family situation **Donald** would have been less motivated to begin such a dangerous and demanding secret activity.


TU SEI PEGGIO DI UNO SCHIAVO! PEGGIO DI UNO STROFINACCIO PER LA POLVERE!
BANF! E TU SEI...

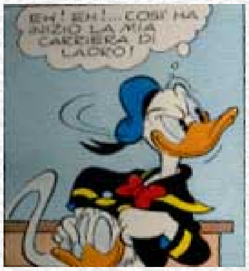
THE IDEA IS BORN: While **Donald** is reading **Fantomallard**'s diary, the idea to conduct a double life is starting to grow in his mind, despised at day and feared at night. The character of the gentleman thief **Fantomallard**, who robbed only from the rich, attracted **Donald**.


DOPPIA VITA, EH? MICA MALE, LA TROVATA!

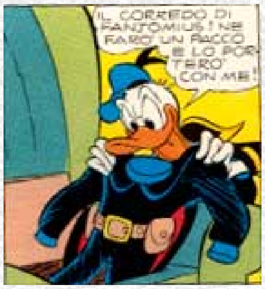
THE UNKNOWING PARTNER: **Donald** realizes that alone he wouldn't have been able to complete his secret project, so he decides to involve his smart but ingenuous friend **Gyro Gearloose**. It is clear that without this eccentric inventor, **Duck Avenger** never would have existed.


A PROPOSITO DI LAVORO, TI OCCORRE LA MIA OPERA?
VORREI CHE TU APPLICASSI QUESTI CONGEGNI ALLA MIA MACCHINA!

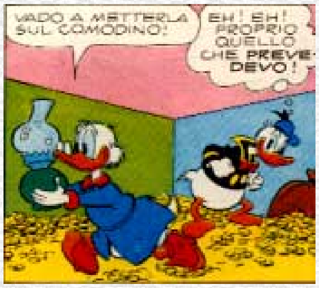
THE FIRST THEFT: His unknowing (at least in this first story) accomplice **Gyro** is the first victim of **Duck Avenger**, who steal him some rubber masks.
Donald has already started to act as the smart "outlaw".


EH! EH!... COSÌ HA INIZIO LA MIA CARRIERA DI LADRO!

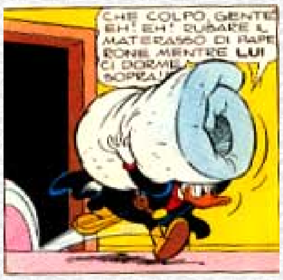
THE COSTUME: **Donald** found **Fantomallard**'s costume in the false-bottom of the big armchair in the main living room of Villa Rose. Then he gets to know the Villa's secrets as described in the diary. The training of **Duck Avenger** has started.

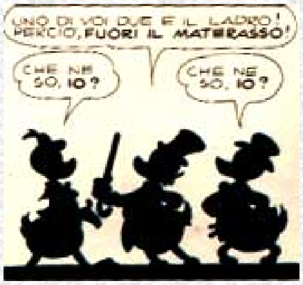

IL CORREDO DI FANTOMIUS! NE FARÒ UN PACCO E LO PORTERÒ CON ME!

THE TRICK: The hypnotic oil lamp is like a Trojan horse against **Scrooge**. This is the first special device used by **Duck Avenger**.

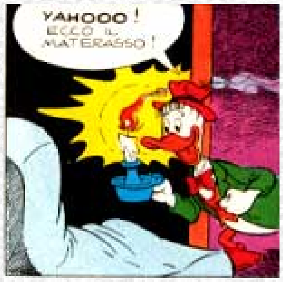

VADO A METTERLA SUL COMODINO!
EH! EH! PROPRIO QUELLO CHE PREVEDEVO!

THE ACTION: **Duck Avenger** is on duty with his first spectacular action: to steal **Scrooge**'s mattress (stuffed with 1000$ bills) from **Scrooge**'s bed while he is sleeping on it.
In this first mission **Duck Avenger** is in control of the situation and he seems to have a good familiarity with the technique and **Fantomallard**'s devices.

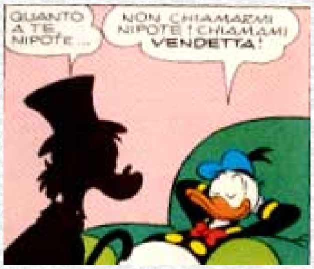

CHE COLPO, GENTE! EH! EH! RUBARE IL MATERASSO DI PAPERONE MENTRE LUI CI DORME SOPRA!


UNO DI VOI DUE È IL LADRO! PERCIÒ, FUORI IL MATERASSO!
CHE NE SO, IO?
CHE NE SO, IO?

THE CONFRONTATION: **Duck Avenger** is still an unknown character. The two cops don't have any idea who was the strange guy with "bat wings" they met the night before. **Donald** is obbligated to substain a face to face confrontation with his cousin . Never as in this situation our hero plays it clever. **Donald** realizes that if he wants to keep a secret identity he must play the rule of **Duck Avenger** even without the costume.

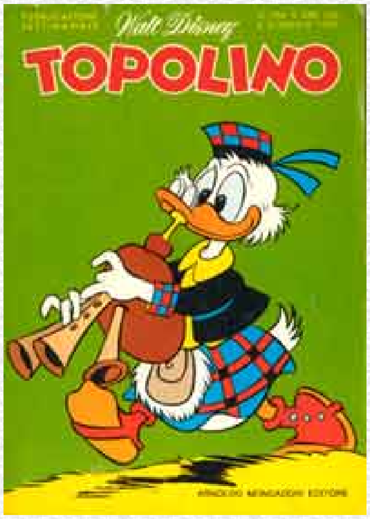

YAHOOO! ECCO IL MATERASSO!

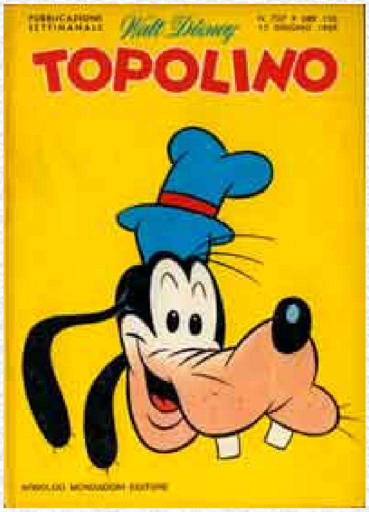
THE SCAPEGOAT: Everybody is seeking the guilty and here he is caught in the act (or better in the mattress). **Gladstone** in this adventure exhausted all his luck and fell in bad luck. He caused the explosion of Villa Rose and, believed to be the misterous thief, is forced by **Scrooge Mc Duck** to collect all the bils with his tongue.


QUANTO A TE, NIPOTE...
NON CHIAMARMI NIPOTE! CHIAMAMI VENDETTA!

REVENGE IS DONE: **Donald** expresses his satisfation for the mission, everything has gone the right way, even better than the original plan. The final part of the story has been a little bit suffered but at the end **Donald** gets his revenge, **Scrooge** has been ridiculized and **Gladstone** took the fault on him.

THE TWO COVERS OF THE ITALIAN COMIC TOPOLINO WITH THE FIRST PAPERINIK STORY


PUBBLICAZIONE SETTIMANALE
Walt Disney
TOPOLINO
ARNOLDO MONDADORI EDITORE


PUBBLICAZIONE SETTIMANALE
Walt Disney
TOPOLINO
ARNOLDO MONDADORI EDITORE

Unforgettable are the two covers of the **TOPOLINO n° 706-707** where the first **Paperinik** story was published in 1969. All the Italian fans of the masked duck (now no longer youngsters) relate those two covers to the **Paperinik** of their yougth, with a series of sensations, images and memories lived in those years now so far away .

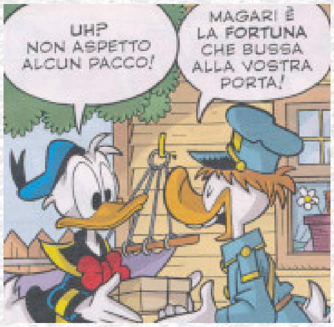
TOP

THE MYTH OF THE ORIGINS

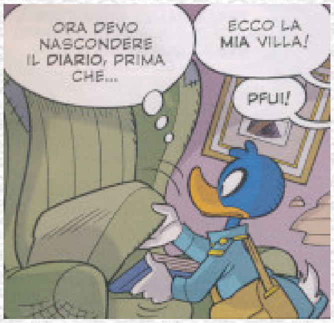
In the story ***PAPERINIK, TUTTO COMINCIÒ COSÌ*** (***DUCK AVENGER, IT ALLA STARTED LIKE THIS***) Marco Gervasio, as a tribute to the fiftieth anniversary of the creation of **Duck Avenger**, represents a sort of mythical narration of the first story of **Duck Avenger** which is placed in the often legendary and mythological events on the character of **Fantomallard** in which he engages in paradoxical time travel and in which his "encounters" with the **Duck Avenger** are imagined and set in modern times.

In this legendary narration, Gervasio imagines that the birth of **Duck Avenger** did not happen due to a trivial mistake of a postman, but how the masked duck was chosen and appropriately addressed by **Fantomallard** in person during his last journey into the future when in 1930 in the face of the great crisis he began to think of abandoning the activity of thief.
Legend has it that **Fantomallard** directly chose **Donald Duck** as his heir, both for the character attitude and the need for revenge that unites them, and for the friendship that **Donald Duck** has with **Gyro** similar to what **Lord Quackett** has with **Copernicus** great-grandfather of **Gyro**.
Lord Quackett, who has no heirs of blood, therefore recognizes in **Donald Duck** the potential for him to become a worthy emulator.

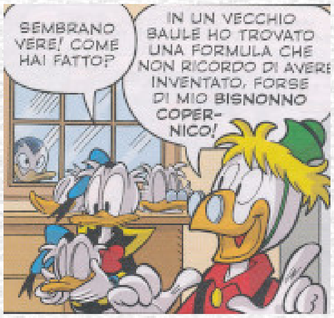
THE FALSE POSTMAN: **Fantomallard** disguised as a postman takes hold of the parcel with the key and the deed of winning of Villa Rose, actually intended for **Gladstone**, and delivers it to **Donald Duck**. This event justifies the phrase of **Donald Duck** according to which "*... the postmen never make mistakes!*
Not therefore a trivial mistake but a plan established by the gentleman thief that avoids the birth of an unlikely "**Gander Avenger**".


UHP NON ASPETTO ALCUN PACCO!
MAGARI È LA FORTUNA CHE BUSSA ALLA VOSTRA PORTA!

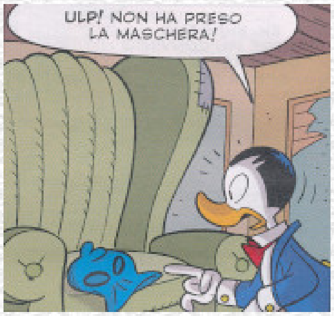
THE DIARY IN THE RIGHT PLACE: **Fantomallard** then precedes **Donald Duck** and nephews at Villa Rose and prepares everything so that **Donald Duck** finds his secret diary "by chance". Most likely if the diary had not been found on this occasion the gentleman thief would have devised another "apparently casual" method to get **Donald Duck** to find the important manuscript.


ORA DEVO NASCONDERE IL DIARIO, PRIMA CHE...
ECCO LA MIA VILLA!
PFUI!

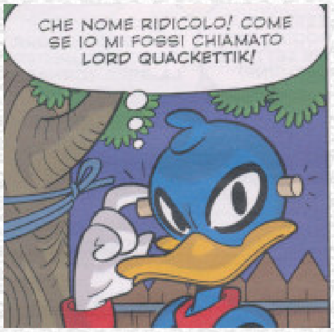
HELP TO UNAWARE ACCOMPLICE: **Lord Quackett** procures for the unsuspecting **Gyro Gearloose** the formula of great-grandfather **Copernicus** for making perfect latex masks, which in this case become practically the first "*special device*" which **Duck Avenger** inherits directly from **Fantomallard**.


SEMBRANO VERE! COME HAI FATTO?
IN UN VECCHIO BAULE HO TROVATO UNA FORMULA CHE NON RICORDO DI AVERE INVENTATO, FORSE DI MIO BISNONNO COPER-NICO!

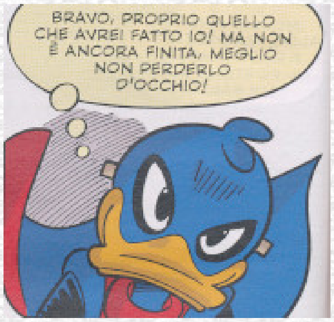
AN AVENGER WITH UNMASKED FACE: Donald goes again to Villa Rose to learn about the various traps and secret passages and take the costume of **Fantomallard**, but as Guido Martina himself tells us in the fictionalized version of **DUCK AVENGER THE DEVILISH AVENGER** "..*There was also a black silk mask, but Donald Duck neglected it.*." deciding therefore to remain uncovered at least for this first mission.


ULP! NON HA PRESO LA MASCHERA!

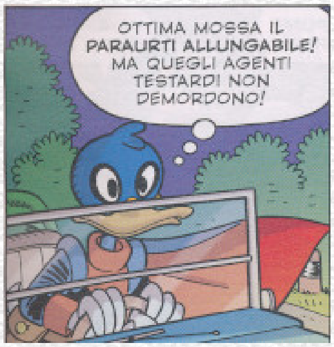
A NAME TOO FOREGONE: **Donald Duck** then wears **Fantomallard**'s suit and turns into **Duck Avenger**! The name does not seem to excite much **Lord Quackett** which rightly finds it too easily ascribable to **Donald Duck**. However, the family name **Duck** is probably the most common in Duckburg.


CHE NOME RIDICOLO! COME SE IO MI FOSSI CHIAMATO LORD QUACKETTIK!

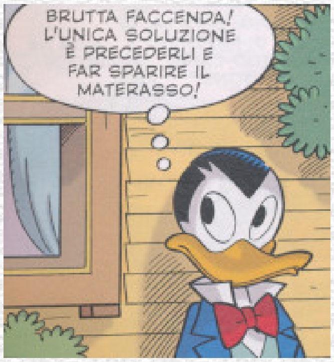
THE THEFT ALREADY PROMISED: **Donald Duck** decides to steal the mattress filled with banknotes to take revenge for the harassment often suffered by a rich uncle, bringing to completion (perhaps by chance perhaps because it was written in the diary) as in the 1920s the gentleman thief promised to **Scrooge** and that is that during his absence he will not try to rob him but as soon as he returns he will be able to steal his mattress while he sleeps on it.


BRAVO, PROPRIO QUELLO CHE AVREI FATTO IO! MA NON È ANCORA FINITA, MEGLIO NON PERDERLO D'OCCHIO!

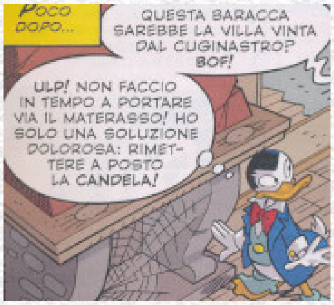
THE MASTER SUPERVISES THE STUDENT: Throughout the mission **Fantomallard** discreetly monitors the work of his "heir", ready to intervene in case of extreme necessity, but **Donald** apart from some initial uncertainty already seems perfectly to his ease in the role of the diabolical night avenger.


OTTIMA MOSSA IL PARAURTI ALLUNGABILE! MA QUEGLI AGENTI TESTARDI NON DEMORDONO!

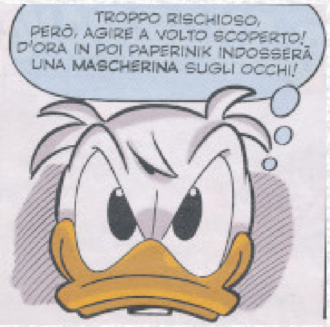
THE SITUATION BECOMES RISKY: **Lord Quackett** always monitors the progress of the situation in disguise and realizes that very soon **Scrooge**, the policemen, but above all the very lucky **Gladstone** could discover the author of the theft. He then decides to intervene before his "new heir" finishes the activity before he even starts it.


BRUTTA FACCENDA! L'UNICA SOLUZIONE È PRECEDERLI E FAR SPARIRE IL MATERASSO!

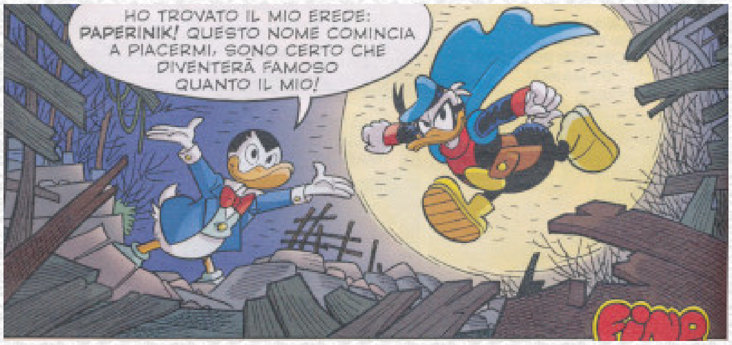
AN INEVITABLE DESTRUCTION?: **Lord Quackett** then arrives at Villa Rose at the precise moment when **Galdstone** is also now about to enter. Well aware that the lucky cousin of **Donald Duck** would have found the mattress and perhaps discovered other secrets of Villa Rose, perhaps decides a little hastily to replace the dynamite candle, certain that this would have been used by **Gladstone**.


POCO DOPO...
QUESTA BARACCA SAREBBE LA VILLA VINTA DAL CUGINASTRO? BOF!
ULP! NON FACCIO IN TEMPO A PORTARE VIA IL MATERASSO! HO SOLO UNA SOLUZIONE DOLOROSA: RIMET-TERE A POSTO LA CANDELA!

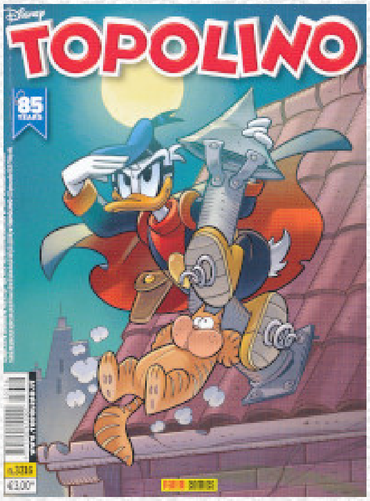
REVENGE COMPLETED: Donald welcomes his work, and already imagines new adventures as **Duck Avenger** but in the future his identity will have to be hidden by a mask over his eyes.


TROPPO RISCHIOSO, PERÒ, AGIRE A VOLTO SCOPERTO! D'ORA IN POI PAPERINIK INDOSSERÀ UNA MASCHERINA SUGLI OCCHI!

A NEW HEIR: **Lord Quackett** sacrificed what was left of his Villa but he finally found a worthy heir. He can then return in 1930 and definitively hang up the costume of **Fantomallard** to finally disappear from the scene, leaving the peoples to believe him dead. Who knows if in old age, perhaps under other mysterious identities, he will once again have the chance to meet **Donald Duck**?


HO TROVATO IL MIO EREDE: PAPERINIK! QUESTO NOME COMINCIA A PIACERMI, SONO CERTO CHE DIVENTERÀ FAMOSO QUANTO IL MIO!
FINE

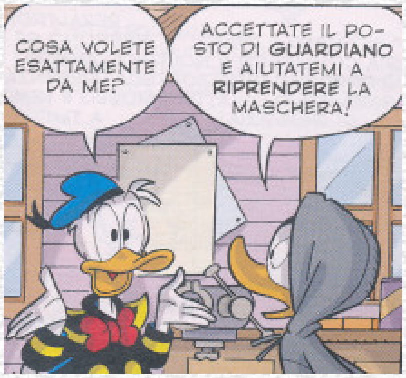
THE MEMORIAL COMIC BOOK


Disney
TOPOLINO
85 YEARS

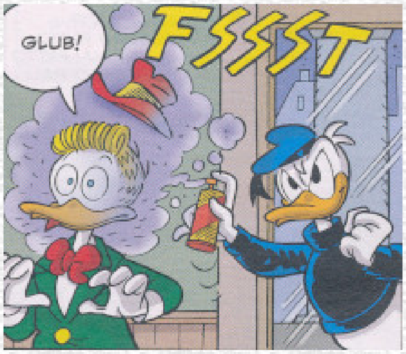
This adventure is published on the Italian Comic Book **TOPOLINO n° 3316** on June 12th 2019 on the occasion of the 50th anniversary of the birth of **Duck Avenger**.
The cover, beautifully created by Marco Gervasio, is a tribute to the classic reprint comic **DONAL DUCK THE DEVILISH** whose cover was made by Giovan Battista Carpi in 1974

In the second episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** entitled **THEFT IN THE FUTURE**, following a narrative of events that smack of legend, the gentleman thief in 1929 is forced, to chase **Lady Mustard** , to go to the future by means of the cuccù of the time where he met **Donald Duck** for the first time. This legendary narrative, which therefore precedes the one described above, tells us how **Fantomallard** discovers in **Donald Duck** the characteristics that will convince him to "make him" his unsuspecting heir.

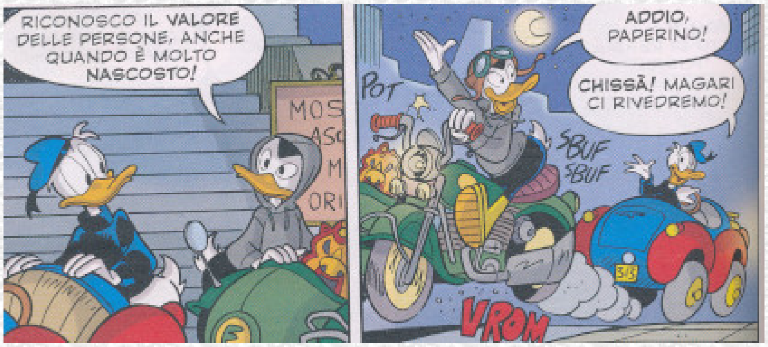
THE ENCOUNTER: **Lord Quackett** transported to the future witnesses the oppression that **Donald Duck** suffers from his rich uncle and decides to involve him in his mission asking for help to steal the mask of **Genghis Ghat** from the Duckburg museum where she was improperly placed by the thief **Lady Mustard**.


COSA VOLETE ESATTAMENTE DA ME?
ACCETTATE IL POSTO DI GUARDIANO E AIUTATEMI A RIPRENDERE LA MASCHERA!

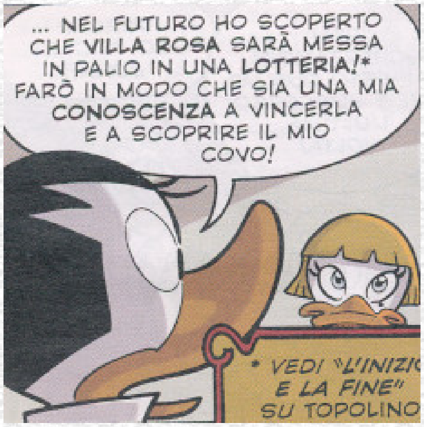
THE FIRST MISSION AS PROTO-DUCK AVENGER: Donald Duck therefore helps, without knowing who he really is, **Lord Quackett** to carry out the theft from the museum by neutralizing his cousin **Gladstone** who was on guard for **Scrooge**. This is basically the first real **Duck Avenger** action before **Donald** becomes him.



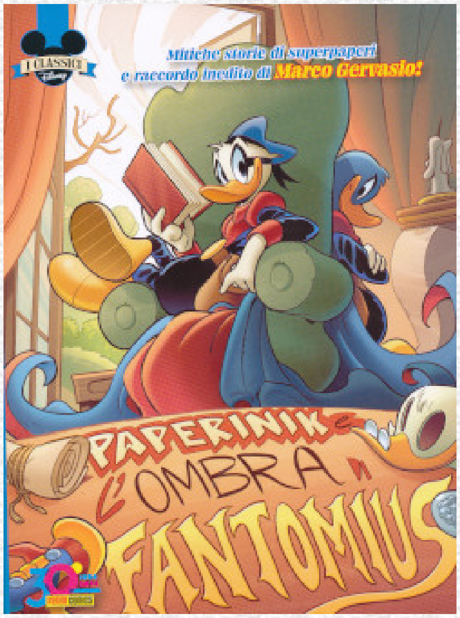
THE IDEA OF THE HEIR: At the end of the story **Fantomallard** recognizes in **Donald Duck** those characteristics of valor, courage and loyalty and the desire for revenge against **Scrooge** and **Gladstone** which make him suitable to become his possible heir. It is therefore because of these events that the gentleman thief decides to "influence" in disguise the birth of **Duck Avenger** as shown in the above mentioned adventure **DUCK AVENGER, IT ALL STARTED LIKE THIS**.


RICONOSCO IL VALORE DELLE PERSONE, ANCHE QUANDO È MOLTO NASCOSTO!
MOS
ASC
M
ORI
POT
ADDIO, PAPERINO!
CHISSÀ! MAGARI CI RIVEDREMO!
SBUF
SBUF
313
VROM

THE DECISION IS TAKEN: In the last episode of this adventure, after returning to his time, **Fantomallard** then decides to return to the future to ensure that **Donald Duck** wins Villa Rosa in the lottery, confident that his intelligence and altruism will make him a worthy heir.


... NEL FUTURO HO SCOPERTO CHE VILLA ROSA SARÀ MESSA IN PALIO IN UNA LOTTERIA!* FARÒ IN MODO CHE SIA UNA MIA CONOSCENZA A VINCERLA E A SCOPRIRE IL MIO COVO!
* VEDI "L'INIZIO E LA FINE" SU TOPOLINO

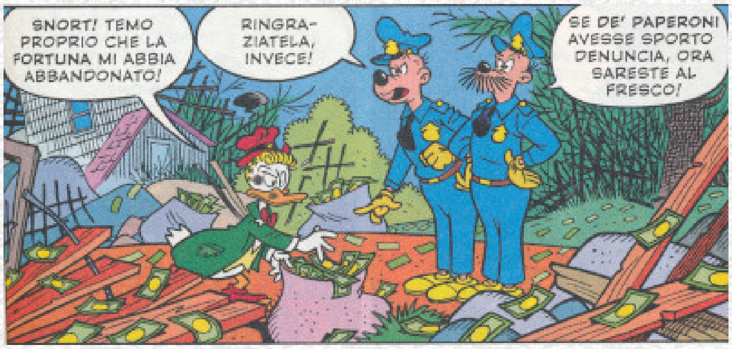
THE COMMEMORATIVE COMIC BOOK


I CLASSICI Disney
Mitiche storie di superpaperi
e raccordo inedito di Marco Gervasio!
PAPERINIK e L'OMBRA di FANTOMIUS

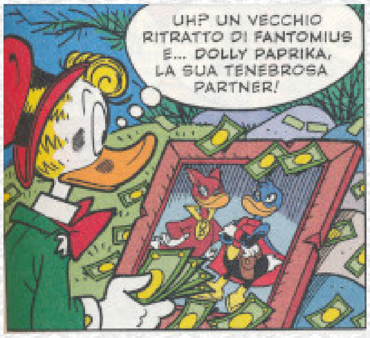
In the Disney classic comic book **DUCK AVENGER AND THE SHADOW OF FANTOMALLARD** published in July 2024 on the occasion of the 50th anniversary of the publication of the first classic comic book on **Duck Avenger**, the first four stories of **Duck Avenger** are reprinted with short stories connecting one adventure to another.
In the connecting events Marco Gervasio takes up the mythological/legendary narrative of the story **DUCK AVENGER, IT ALLA STARTED LIKE THIS** about the origins of **Duck Avenger** and the role played by a time-traveling **Fantomallard**.
The classic book in fact shows us how **Fantomallard**, in mythological narration, has remained in today's time!? checking in the shadows throughout the first three events that **Donald Duck** was truly suited to becoming his heir.
In addition to these legendary narrative in the classic, some situations only mentioned in the original stories are shown, including for example how the name of **Duck Avenger** was made known to the population for the first time and when **Gladstone** found the portrait of **Fantomallard** and **Dolly Paprika** in the ruins of Villa Rose.
Despite the additions, it remains clear that after the first or second adventure the masked duck performed another highly visible action,

enough to justify the fact that the nephews themselves suspect that **Duck Avenger** is actually their uncle **Donald Duck**.

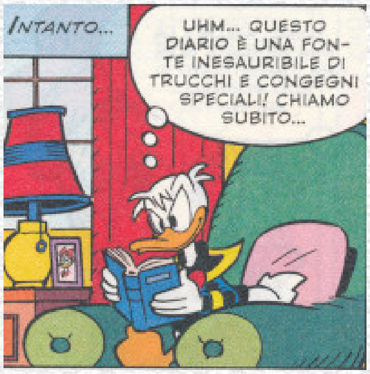
REVENGE IS ACCOMPLISHED: After accidentally blowing up Villa Rosa, **Gladstone**, accused of being the thief of **Scrooge**'s mattress, is forced to collect all the money scattered among the ruins.


SNORT! TEMO PROPRIO CHE LA FORTUNA MI ABBIA ABBANDONATO!
RINGRAZIATELA, INVECE!
SE DE' PAPERONI AVESSE SPORTO DENUNCIA, ORA SARESTE AL FRESCO!

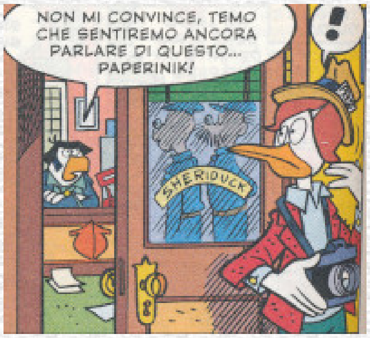
THE PRELUDE TO THE SECOND ADVENTURE: While collecting the dollars contained in the mattress **Gladstone** accidentally finds the portrait of **Fantomallard** and **Dolly Paprika**.
Thanks to this painting **Daisy Duck** will be able to make the two costumes to wear a few weeks later for the costume party shown in the second adventure of **Duck Avenger**.


UH? UN VECCHIO RITRATTO DI FANTOMIUS E... DOLLY PAPRIKA, LA SUA TENEBROSA PARTNER!

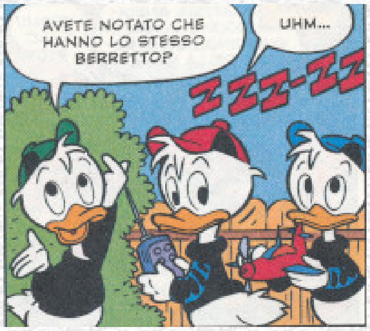
NEW TRICKS FOR FUTURE REVENGES: Continuing reading **Fantomallard**'s diary, **Donald Duck** orders new contraptions and new tricks for the car from **Gyro Gearloose** and the construction of the underground shelter.


INTANTO...
UHM... QUESTO DIARIO È UNA FONTE INESAURIBILE DI TRUCCHI E CONGEGNI SPECIALI! CHIAMO SUBITO...

THE NAME IS MADE PUBLIC: The two policemen who chased the masked duck to Villa Rose remember hearing him shout "clear the way for **Duck Avenger**!". A reporter hears their statement and publishes the name of this mysterious avenger for the first time in a Duckburg newspaper.


NON MI CONVINCE, TEMO CHE SENTIREMO ANCORA PARLARE DI QUESTO... PAPERINIK!
!
SHERIDUCK

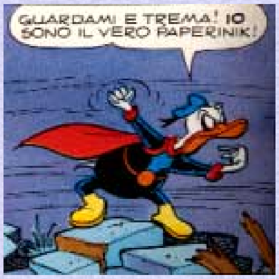
THE MISSING STORY: At the beginning of the third adventure, **Donald Duck**'s nephews suspect that their uncle is **Duck Avenger** as they both wear the same cap.
This indication probably suggests that between the first or the second adventure the masked duck carried out another widely visible revenge and that his image appeared in the newspapers or on television. In fact, in the third adventure both the population and **Scrooge McDuck** are well aware of **Duck Avenger**'s appearance.


AVETE NOTATO CHE HANNO LO STESSO BERRETTO?
UHM...
ZZZ-ZZ

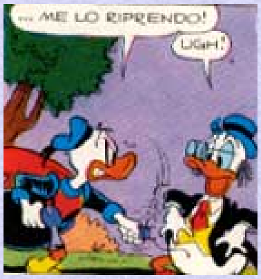
TOP

The metamorphosis of Duck Avenger

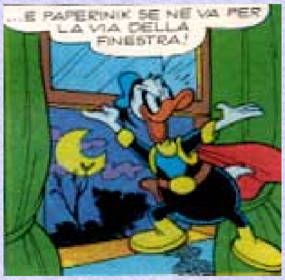
Duck Avenger has been modified during the years, both from his original character of dark masked avenger and from the type of his stories. There have been three main versions of **Duck Avenger** of course each with some various due to different writers and story types.


GUARDAMI E TREMA! IO SONO IL VERO PAPERINIK!

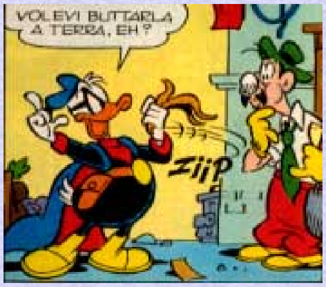
The first one (to whom this site is dedicated) is **Duck Avenger**, the devilish self-avenger, created by Guido Martina. This first is the protagonist of several stories drawn between the 1969 to 1980, and some other rare revivals written by some artists such as Fabio Michelini: ***PAPERINIK E IL RITORNO A VILLA ROSA*** (***DUCK AVENGER AND THE RETURN TO VILLA ROSE***) Francesco Artibani: ***PAPERINIK E LA FORTUNA SOTTERRANEA*** (***DUCK AVENGER AND THE UNDERGROUND FORTUNE***) and Carlo Panaro: ***PAPERINIK E IL PRESTIGIO IN GIOCO*** (***DUCK AVENGER AND THE REPUTATION AT STAKE***).


... ME LO RIPRENDO!
UGH!

This **Duck Avenger**, dark and intriging, who doesn't hesitate to make some barely legal actions with his light sadism, is actually considered a little bit out of the "politically correct" rules imposed (in some case in an exagerated way) from the Disney company.

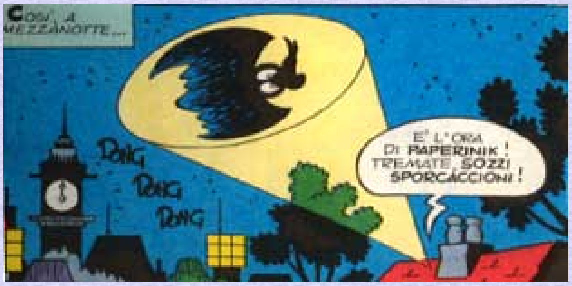

...E PAPERINIK SE NE VA PER LA VIA DELLA FINESTRA!

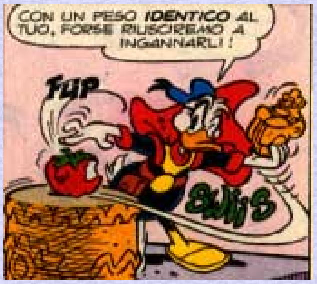
Mainly apreciated from the no longer young readers whose had lived during their youth with the first **Duck Avenger** adventures, this original **Duck Avenger** fascinates because of his smarts and bravery and for his charming and (thanks to some big and famous Italian artist like Giovan Battista Carpi, Romano Scarpa, Giorgio Cavazzano and Massimo De Vita) well created sequences of night missions which were characteristic in the first **Duck Avenger** adventures.

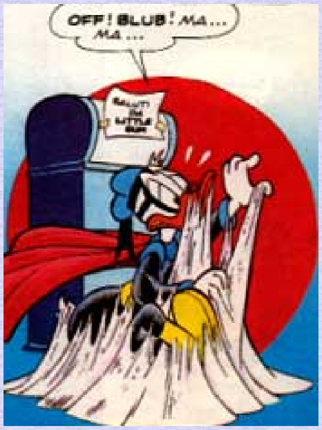

VOLEVI BUTTARLA A TERRA, EH?
ZIIP

In the second period that we can call post-Guido Martina, **Duck Avenger** has been gradually transformed into a masked "equalizer" who serves the Duckburgian inhabitants against criminality and social injustice; basically a Duckburgian **Batman** (In some stories he also utilizes the same sign projected in the sky!).

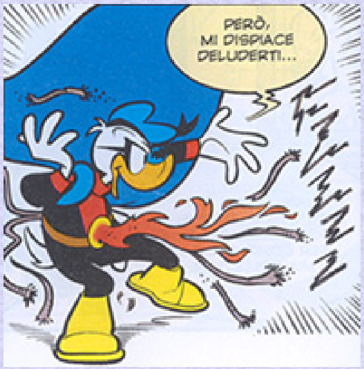
This second **Duck Avenger**, who normally makes boring night excurtions to catch thiefs, is the protagonist of several adventures written by Bruno Concina, Giorgio Pezzin and other good Italian authors like Bruno Sarda, Carlo Panaro, Giulio Chierchini etc...

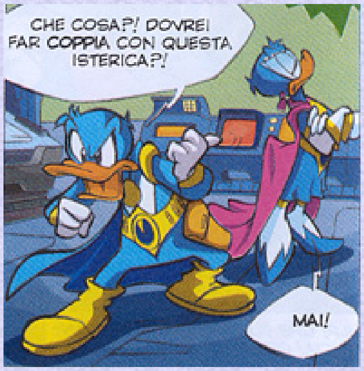

COSÌ, A MEZZANOTTE...
DONG
DONG
DONG
E' L'ORA DI PAPERINIK! TREMATE SOZZI SPORCACCIONI!


CON UN PESO IDENTICO AL TUO, FORSE RIUSCIREMO A INGANNARLI!
FUP
BULLS


OFF! BLUB! MA... MA...

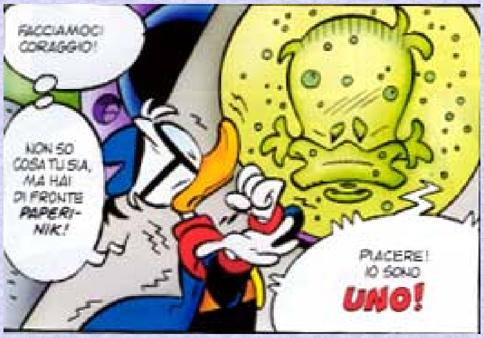
Very different respect to the original one (to say the truth, even in some stories of Guido Martina, **Duck Avenger** starts off as a citizen hero who thinks too much to save his good image) this second version of **Duck Avenger** has been even much more twisted in two additional sub-versions: the **Duck Avenger** explorer and archaeologist like **Indiana Jones** and the **Duck Avenger** clumsy and goofy protagonist of ridiculous and grotesque stories.

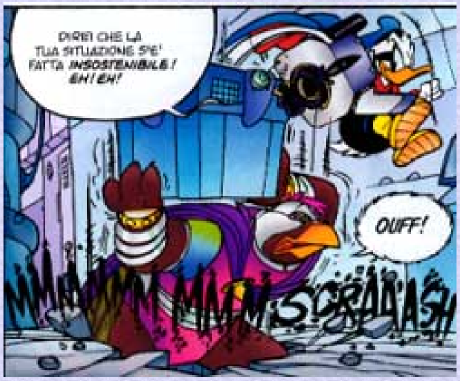

PERÒ, MI DISPIACE DELUDERTI...


CHE COSA?! DOVREI FAR COPPIA CON QUESTA ISTERICA?!
MAI!

Duck Avenger has been also trasformed in a futuristic superhero in the saga named **PAPERINIK CONTRO TUTTI** (**DUCK AVENGER AGAINST ALL**) In this series he fights against new modern "super" enemies.
absolutely exagerate and "ultra" heroic is another saga calls **ULTRAHEROES** where **Duck Avenger** and a group of "ultra" heroes leaded by **Ega Beega**, faces (with a new team outfit) the "ultra" bad leaded by **Emil Eagle**. This group is named **BAD-7** .

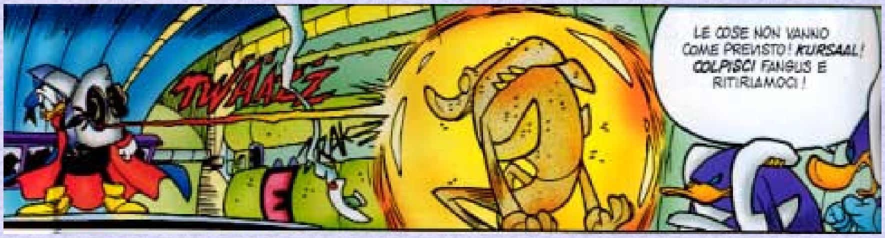
In 1996 a young editor staff, writers and artists suddenly gave birth to the third **Duck Avenger** version more commonly known as **PK** (first an abreviation of **Paperinik** than transformed in the short form of the latin name **Platyrhinchos Kineticus** which means **Energized Duck**). This new version which is also known in the USA as **Duck Avenger** was in the beginning the protagonist of the comics **PKNA Paperinik New Adventures** followed by **PK2** and in July 2002 of the new comic book **PK** (where in the first issue his origins, which obviously are not related to those of the classic **Duck Avenger**, are shown).

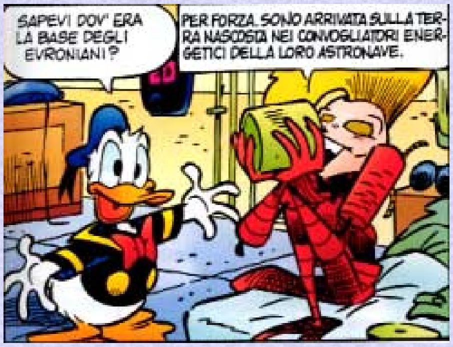

FACCIAMOCI CORAGGIO!
NON SO COSA TU SIA, MA HAI DI FRONTE PAPERI-NIK!
PIACERE! IO SONO UNO!


DIREI CHE LA TUA SITUAZIONE S'E' FATTA INSOSTENIBILE! EH! EH!
OUFF!
SCRAAASH

This new character who has nothing to do with the original and classical **Duck Avenger** except for the costume, is the protagonist of futuristic adventures against a dangerous alien race called the **Evronians** (which are not shown in the second series **PK2**). Even Duckburg from a typical provincial American city has been transformed into a futuristic and restless city like the Los Angeles of the ***Blade Runner*** movie, while **Gyro Gearloose** has been replaced by an artificial intelligence called **One**.

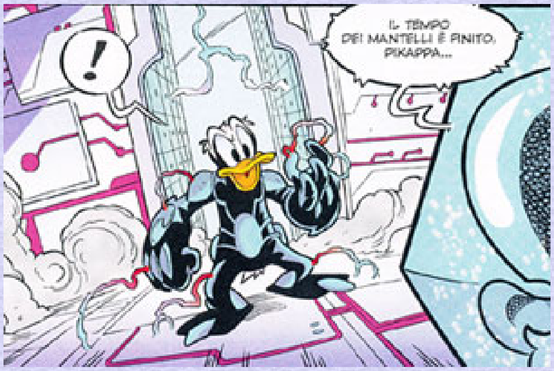
These stories, mainly read by younger readers respect to those fans of original **Duck Avenger** alternate pure action situations with introspective analisis while **PK** acts in dreadful temporal-space paradoxes where in some cases the sequence and logical coherence is not so clear.

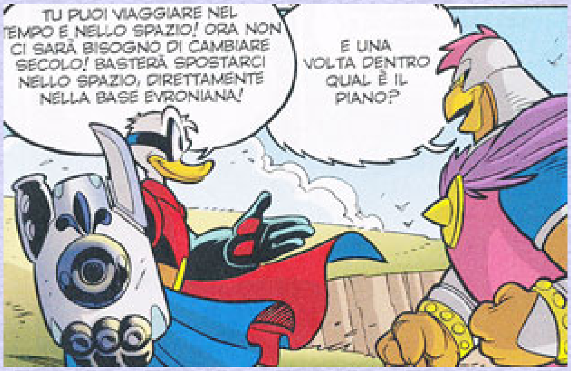

TWAAZ
LE COSE NON VANNO COME PREVISTO! KURSAAL! COLPISCI FANGUS E RITIRIAMOCI!


SAPEVI DOV' ERA LA BASE DEGLI EVRONIANI?
PER FORZA. SONO ARRIVATA SULLA TERRA NASCOSTA NEI CONVOGLIATORI ENERGETICI DELLA LORO ASTRONAVE.

These adventures which take a lot from those of American Marvel and Image super hero comics, are corelated with spectacular and well realized images, some full page with a impressive graphic showing powerful combact between good and evil inside chaotic and unexpected situations.

Several years after the end of the **PK** comic series, the adventures of the futuristic "Cyber" duck start to be published on **TOPOLINO** comic book. These new stories are much more similar to the ones of the first serie **PKNA**. The **Evronians** are back again while **PIKAPPA** who is even more exagerate mega-ultra-super-invincibile hero cyber-futuristic-spacetemponaut is equipped by **One** with a new special outfit made of nanoelettrical fibres with a shield system and with the extransformer shield handled by the brain's waves.

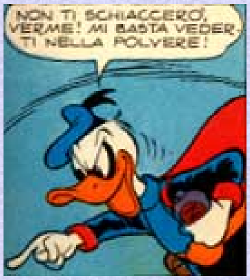

!
IL TEMPO DEI MANTELLI È FINITO, PIKAPPA...


TU PUOI VIAGGIARE NEL TEMPO E NELLO SPAZIO! ORA NON CI SARÀ BISOGNO DI CAMBIARE SECOLO! BASTERÀ SPOSTARCI NELLO SPAZIO, DIRETTAMENTE NELLA BASE EVRONIANA!
E UNA VOLTA DENTRO QUAL È IL PIANO?

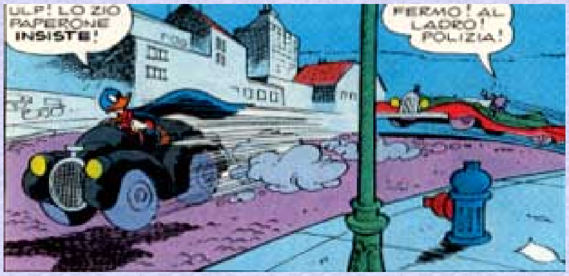
Probably because of type of stories and the readers (normally not interested in the classic Disney stories), this "Cyber Duck" would have had the same success even with a different name and a different costume and a different look which would have allowed this character to distance himself from the classic Disney clichè, which of course is still present in **PK** even if located in a separate universe, he is still the same **Donal Duck** created 70 years ago.

We can analize the typical characteristic of these three **Duck Avenger** versions and their positive and negative aspects.

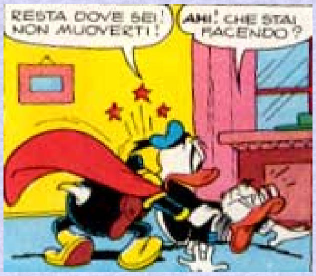
Duck Avenger, the devilish avenger (Guido Martina, partially reproposed by Fabio Michelini, Francesco Artibani, Carlo Panaro)


NON TI SCHIACCERÒ, VERME! MI BASTA VEDERTI NELLA POLVERE!

Character type: Mysterious self-avenger, heir of the gentleman thief **Fantomallard**, enterprising and active, very skilled in the disguise. He is very keen and smart to unmask his enemies or rivals which he often punishes in a light sadistic way.

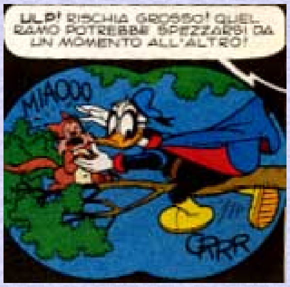

ULP! LO ZIO PAPERONE INSISTE!
FERMO! AL LADRO! POLIZIA!

Positive aspects: He is the protagonist of long and charming stories. He is the original **Duck Avenger** who takes reference from the classical dark and worrying characters of literature such as **Fantomas**, **Arsene Lupin**, **Diabolik** etc... He looks credible as **Donald**'s alter-ego.

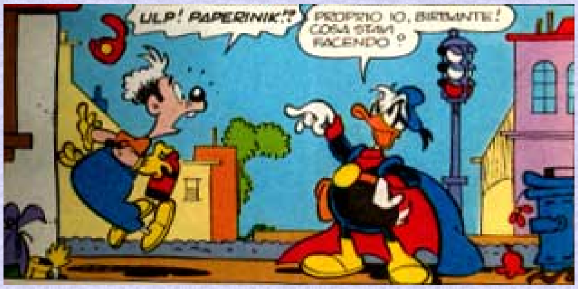

RESTA DOVE SEI! NON MUOVERTI!
AHI! CHE STAI FACENDO?

Negative aspects: His first stories are now considered a little bit out of the Walt Disney "politically correct" rules. He acts sometimes at the border (and sometimes even out) of the law and in some stories he also becomes **Scrooge McDuck's** personal avenger-mercenary.
In almost all of his adventures he fights against the same adversary: **Rockerduck**, **Gladstone**, the **Beagle Boys** and **Scrooge**.

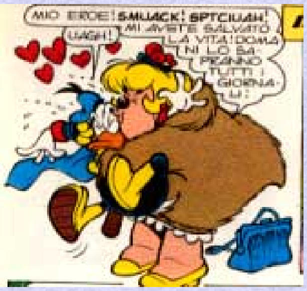
Duck Avenger, the hero law enforcer (Concina, Pezzin, Chierchini, Sarda ecc..)


ULP! RISCHIA GROSSO! QUEL RAMO POTREBBE SPEZZARSI DA UN MOMENTO ALL'ALTRO!
MIAOOO
GRRR

Character type: Idealist with no spot on his reputation, champion of the oppressed people, goodness avenger who serves the community, he is sensible to the social problem. He has good will but sometimes he is goofy and clumsy.

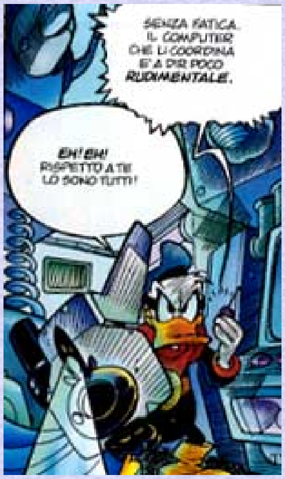

ULP! PAPERINIK!?
PROPRIO IO, BIRBANTE! COSA STAVI FACENDO?

Positive aspects: He can be easily placed in several stories types refering of social justice helping awareness in the younger generations.

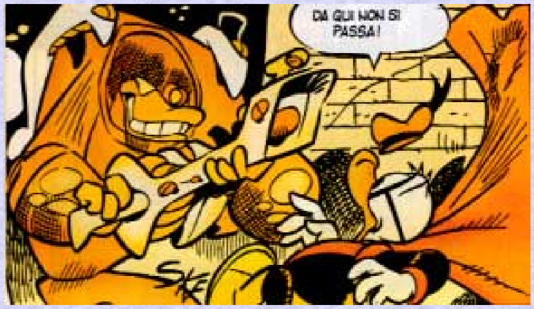

MIO EROE! SMUACK! SPTCIUAH! MI AVETE SALVATO LA VITA! DOMANI LO SAPRANNO TUTTI I GIORNALI!
UAGH!

Negative aspects: Most of his stories are banal and boring. He is too often grotesque and ridiculous, in the archaeological version he looks silly and out of place while, in exotic countries, he explores jungles and ancient temples wearing his black costume during the day! In the superheroic variant he doesn't look credible as **Donald**'s alter ego.

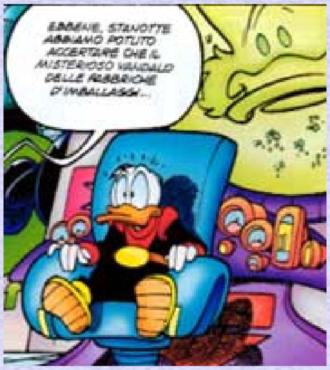
PK, Futuristic sci-fi super hero (various authors)


SENZA FATICA. IL COMPUTER CHE LI COORDINA E' A DIR POCO RUDIMENTALE.
EH! EH! RISPETTO A TE LO SONO TUTTI!

Character type: Super hero human being and galaxy defender, hyperactive and skillful user of the most technological advanced devices.


DA QUI NON SI PASSA!
SKE

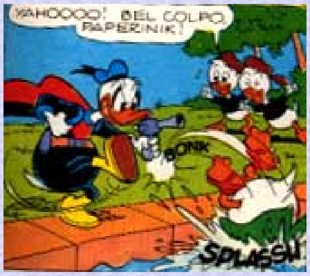
Positive aspects: His stories are well made with a charming computer-graphic (even if the second and third series **PK2** and **PK** are considered to be of less quality than the first one **PKNA**). This is an innovative comic respect to the classical Disney production and it is read by a widespread public audience. The character is indicated for the realisation of gadgets, toys and videogames.

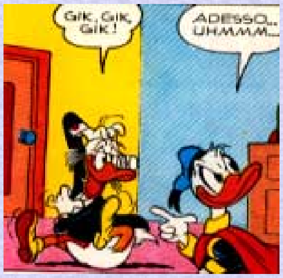

EBBENE, STANOTTE ABBIAMO POTUTO ACCERTARE CHE IL MISTERIOSO VANDALO DELLE FABBRICHE D'IMBALLAGGI...

Negative aspects: He is **Donald** who acts who knows why or when in a completely different universe from the Disney classical adventure one. Even if he doesn't have storical continuity with the classical **Paperinik** he uses the same costume and in the beginning the same name.
His image is nevertheless to much related to the original **Donald** who obviously reminds of the classical Disney universe. Having a dedicated comic serie **PK**, once the fashion of the cyber-futur-superhero is gone, the character could be bypassed (as already happend to the comic **Mickey Mouse MM** and the first two series of **PK**: **PK New Adventures** and **PK2**), by more innovative and in fashion series like the recent Italian Disney comic **Witch**.

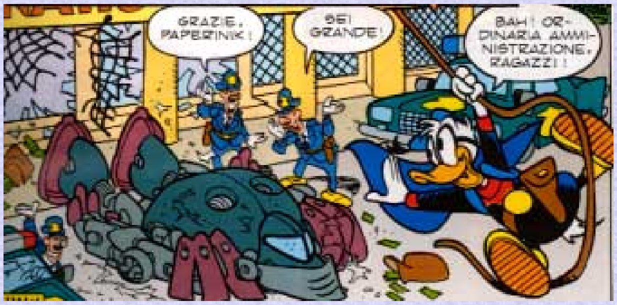
COMMENT

Leaving **PK**, whose origins and adventures are not related to the first classical **Duck Avenger**, to some extend the two characters can be liked both the same without any inconsistency. It would be like comparing a Formula 1 and a commercial Ferrari, even if both are from the same company and have the same color they belong to different not comparable realities. As for what concerns the type of adventures dedicated to the classical **Duck Avenger**, it would be improbable that this first Guido Martina character (in my opinion the most appropriate image) would be shown again with all his intriging and good-natured trickery.


YAHOOOO! BEL COLPO, PAPERINIK!
BONK
SPLASSH


GIK, GIK, GIK!
ADESSO... UHMMM...

TRA L'ALTRO SONO ANCHE STANCO! NON VEDO L'ORA DI ANDARE A NANNA!


GRAZIE, PAPERINIK!
SEI GRANDE!
BAH! ORDINARIA AMMINISTRAZIONE, RAGAZZI!

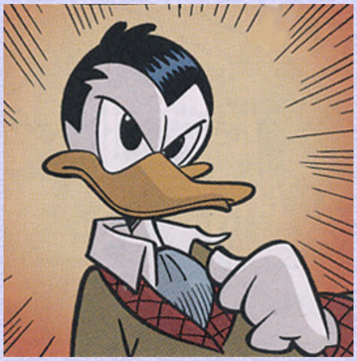
It may be very difficult as well that the post-Martina's **Duck Avenger** could loose his image of the urban-hero and community helping protagonist of boring and flat stories too far away from the spirit of the original **Duck Avenger**.

In my opinion a credible character should be protagonist of intriging and as much as possible dark stories. **Duck Avenger** should be neither a cynic avenger, nor in service for the community, not even a real outlaw but believed to be by the police, adventureous but not like **Indiana Jones**, ironic but not goofy or ridiculous, smart but not "super" or "ultra", fighting against dangerous villains but not always the same.

ALLA LARGA, BISCIONI SCIO'! SCIO'!
HIIISH

Some examples of **Duck Avenger** stories that are credible and in compliance with the Disney "politically correct" rules are shown on the page unpublished stories.

TOP

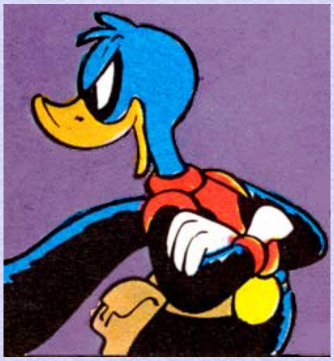


Fantomallard

(Lord John Lamont Quackett)

Page with soundtrack

The Phantom of the Opera
by Andrew Lloyd Webber



The character of **Fantomallard**, created by Italian writer Guido Martina, is mentioned in several Italian stories: ***PAPERINIK IL DIABOLICO VENDICATORE*** **TOP. n°706-707** (***THE DIABOLICAL DUCK AVENGER***), ***PAPERINIK ALLA RISCOSSA*** **TOP. n°743-744** (***THE REVENGE OF DUCK AVENGER***), ***PAPERINIK E IL RITORNO A VILLA ROSA*** **TOP. n°2129-2130** (***DUCK AVENGER AND THE RETURN TO VILLA ROSE***), ***PAPERINIK CONTRO LE GIOVANI MARMOTTE*** **TOP. n°2398** (***DUCK AVENGER AGAINST THE JUNIOR WOODCHUCKS***), ***PAPERINIK E L'ESTATE A VILLA LALLA*** **TOP. n°2437** (***DUCK AVENGER AND THE SUMMER AT VILLA LALLA***), ***PAPERINIK E L'OMBRA DI FANTOMIUS*** **TOP. n°2455** (***DUCK AVENGER AND THE FANTOMALLARD's SHADOW***), ***PAPERINIK E L'OLTRAGGIO CINEMATOGRAFICO*** **TOP n°2484** (***DUCK AVENGER AND THE CINEMA OFFENCE***), ***PAPERINIK E LA DISFIDA DI VILLA ROSA*** **(*DUCK AVENGER AND THE DISCIDE OF VILLA ROSE*) TOP. n° 3333**, ***PAPERINIKLAND*** **(*DUCK AVENGERLAND*) TOP n° 3355**, ***MI CHIAMO PAPERINIK*** **TOP. n°3413-3415** (***MY NAME IS DUCK AVENGER***), ***PAPERINIK E LA TORRE D'ORO*** **TOP N°3479-3481** (**DUCK AVENGER AND THE GOLD TOWER**) and in the saga of the ***ULTRAHEROES*** **TOP. 2726-2734** and in the story ***PAPERINIK E IL SALTO NEL PASSATO (DUCK AVENGER A LEAP TO THE PAST)*** **PAPERINIK n°30**. **Fantomallard** is mentioned again in one of the "alternative reality" adventures MIRROR CHRISTMAS titled ***GASTONE IN LA FORTUNA È CIECA*** **TOP n°3604** (***GLADSTONE IN THE FORTUNE IS BLIND***). The **Fantomallard** look appears for the first time (drawn by Romano Scarpa and Giorgio Cavazzano) together with his fiancee **Dolly Paprika**, in the second adventure where **Fantomallard** was impersonated both by **Donald** and **Gladstone**, and in this "misterious" story the costume of **Dolly Paprika** is worn by **Daisy** .

In the adventure ***DUCK AVENGER AND THE FANTOMALLARD's SHADOW*** the autor Gervasio let the worthless thief **Bob Paperhide** impersonate the misterious gentleman burglar. In the story ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA*** **TOP n° 2675** (***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***) the real characters of **Fantomallard** and **Dolly Paprika** are shown in some flash back images. The real characters of **Fantomallard** and **Dolly Paprika** are shown again in the other Gervasio's stories ***PAPERINIK E IL SEGRETO DI FANTOMIUS*** **TOP n° 2902** (***DUCK AVENGER AND THE SECRET OF FANTOMALLARD***), ***PAPERINIK E IL PASSATO SENZA FUTURO*** **TOP. n°2933** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***), ***PAPERINIK, TUTTO COMINCIÒ COSÌ (DUCK AVENGER, IT ALL STARTED LIKE THIS)*** **TOP. n° 3316**. **Donald** pretends to be the ghost of **Fantomallard** in the story of Salati and Mazzon ***PAPERINIK E L'ALTRO PAPERINO*** **TOP n° 2950** (***DUCK AVENGER AND THE OTHER DONALD***), **Donald** pretends again to be **Fantomallard** in the story ***PAPERINIK E IL RITORNO DI LÈBRICCONS*** **TOP. n°3067** (***DUCK AVENGER AND THE RETURN OF LÈBRICCONS***).

Fantomallard and **Dolly Paprika** are also shown in a couple of frame in the third part of the story ***PAPERINIK SULL'OCEANO SCOMBINATO*** **TOP. n° 3008** (***DUCK AVENGER ON THE CHAOTIC OCEAN***).

Gladstone and **Donald** pretend again to be **Fantomallard** in the story ***PAPERINIK COLPISCE ANCORA*** **(*DUCK AVENGER STRIKES AGAIN* TOP. n°3077**.

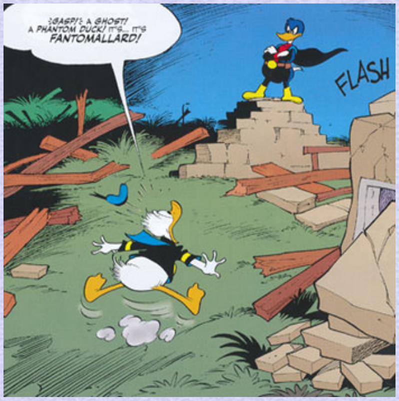
Fantomallard is many times mentioned in the story with different ending ***PAPERINIK IN...I DESTINI DI UN EROE*** **(DUCK AVENGER IN...THE DESTINY OF A HERO) TOP. n°3048**.

Fantomallard and **Dolly Paprika** are also shown in the 1929 in some frames of the story by Enna and De Lorenzi ***LA GRANDE CORSA-NEL PASSATO (THE BIG RACE-INTO THE PAST)*** **TOP. n° 3111**, **Fantomallard** is also mentioned in the story ***AREA 15 AN ORIGIN STORY*** **TOP. n° 3506**.

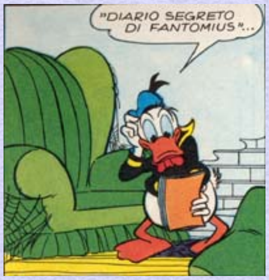
Fantomallard is also the protagonist of the saga created by Marco Gervasio titled ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO- (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-)***. This saga includes the following stories: ***IL MONTE ROSA (THE PINK MOUNT*** **TOP. n° 2972**, ***L'EVASIONE DI FANTOMIUS (THE FANTOMALLARD ESCAPE)*** **TOP. n° 2973**, ***FANTOMIUS A BORDO (FANTOMALLARD ON BOARD)*** **TOP. n° 2974**, ***BRUTFAGOR (BRUTFAGOR)*** TOP. n° 2975, ***SILENZIO IN SALA (PLEASE BE SILENCE)*** **TOP. n° 2994**, ***LA MALEDIZIONE DEL FARAONE (CURSE OF THE PHARAOH)*** **TOP. n° 3036**, ***L' OTTAVA MERAVIGLIA DEL MONDO (THE EIGHTH WONDER OF THE WORLD)*** **TOP. n° 3037**, ***FANTOMIUS SULLA NEVE (FANTOMALLARD ON THE SNOW)*** **TOP. n° 3039**, ***LA MASCHERA DI FU MAN ETCHÙ (THE MASK OF FU MAN ETCHÙ)*** **TOP. n° 3072**, ***IL BOTTINO DEI BARKSERVILLE (THE BOOTY OF THE BARKSERVILLE)*** **TOP. n° 3073**, ***IL TESORO DEL DOGE*** (THE DOGE'S TREASURE) TOP. n° 3075, ***IL NOBILE DIETRO LA MASCHERA (THE NOBLE BEHIND THE MASK)*** **TOP. n° 3107**, ***GLI ANELLI DI CAGLIOSTRO (THE CAGLIOSTRO'S RINGS)*** **TOP. n° 3108**, ***IL TESORO DI FRANCIS DRAKE (THE TREASURE OF FRANCIS DRAKE)*** **TOP. n° 3139**, ***FANTOMIUS D'EGITTO (FANTOMALLARD OF EGYPT)*** **TOP. n° 3142**, ***IL LADRO E IL MILIARDARIO (THE THIEF AND THE BILIONARE)*** **TOP. n° 3145**, ***DOLLY PAPRIKA*** **TOP. n° 3194**, ***NOTRE DUCK*** **TOP. n° 3210**, ***SENZA MASCHERA (WITHOUT MASK)*** **TOP. n° 3225**, ***LA SFIDA DI FANTOMIUS (THE CHALLENGE OF FANTOMALLARD)*** **TOP. n° 3237**, ***LA NOTTE DELLE GEMME (THE NIGHT OF THE GEMES)*** **TOP. 3273**, ***I DUE VENDICATORI (THE TWO AVENGERS)*** **TOP. 3275**, ***LA SETTIMA ARTE (THE SEVENTH ART)*** **TOP. 3280**, ***SULLE TRACCE DI COPERNICO (ON THE TRACKS OF COPERNICUS)*** **TOP. n° 3318**, ***FANTOMIUS TORNA A CASA (FANTOMALLARD BACK HOME)*** **TOP. n° 3344**, ***LA LUCE DI ZEUS (THE LIGHT OF ZEUS)*** **TOP. n° 3363**, ***L'INIZIO E LA FINE (THE BEGINNING AND THE END)*** **TOP. n° 3398-3399-3400-3401-3402**, ***LA NOTTE DI FANTOMIUS (THE NIGHT OF FANTOMALLARD)*** **TOP. 3466-3467**, ***L'ALBA DI FANTOMIUS (THE DAWN OF FANTOMALLARD)*** **TOP. 3469-3470**, ***FANTOMIUS TORNA A COLPIRE (FANTOMALLARD STRIKES AGAIN)*** **TOP. 3541**, ***OMBRE DEL PASSATO (SHADOWS OF THE PAST)*** **TOP 3581**, ***L'ASSO DI PICCHE (THE BLACK ACE)*** **TOP 3600**. In the link pages ***FANTOMALLARD AROUND THE WORLD IN 80 THEFTS*** pubblished on **I CLASSICI DISNEY n° 3 (FANTOMALLARD PLANETARY THIEF)**, In the link pages pubblished on **I CLASSICI DISNEY n° 529 (THE MYSTERIES OF FANTOMALLARD)**, In the link pages pubblished on **I CLASSICI DISNEY n° 541 (DUCK AVENGER AND THE SHADOW OF FANTOMALLARD)**.

The young **Lord Quackett** while is attending the College of Duckbridge is the main character of the mini serie ***PAPERBRIDGE*** (***DUCKBRIDGE***) which includes the following stories: ***LA NOTTE DELLA CONFRATERNITA*** **TOP.3379** (***THE NIGHT OF THE BROTHERHOOD***), ***IL LATO OSCURO*** **TOP.3380** (***THE DARK SIDE***), ***LA FESTA D'INVERNO*** **TOP.3381** (***THE WINTER PARTY***), ***LA REGATA*** **TOP.3382** (***THE REGATTA***), ***IL LIBRO DEGLI ERRORI*** **TOP.3383** (***THE BOOK OF THE ERRORS***), ***IL MISTERO DEL LATO OSCURO*** **TOP.3431** (***THE MISTERY OF THE DARK SIDE***), ***LA BIBLIOTECA PERDUTA*** **TOP.3432** (***THE LOST LIBRARY***), ***IL MISTERO DI FAMEDORO*** **TOP.3433** (***THE GLOMGOLD'S MISTERY***), ***LA NOTTE DEL VANDALO; IL SOGNO DI BETH*** **TOP. 3489** (***THE NIGHT OF THE VANDAL; THE DREAM OF BETH***).

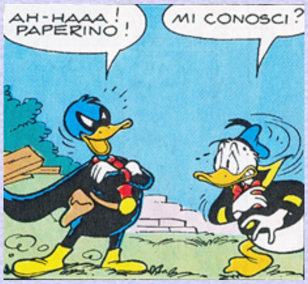
In the Danish stories ***THE LEGACY*** (story code **D/ D 2003-017**), ***HOT CHEMISTRY*** (story code **D 2003-291**), ***ONCE UPON A TIME ...URGH!*** (story code **D 2004-303**), ***SOUND AND FURY*** (story code **D D 2005-062**) and ***MISTAKEN IDENTITY*** (story code **D 2005-124**) an unusual modern version of **Fantomallard** (**PK** style) is also shown.


¡GASP!¡ A GHOST! A PHANTOM DUCK! IT'S... IT'S FANTOMALLARD!
FLASH

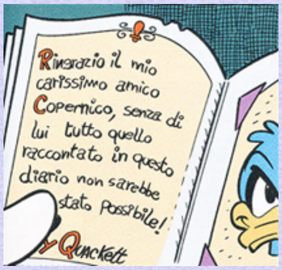
It is told in the first **Duck Avenger** story that **Fantomallard** was a gentleman thief who robbed only from the rich ("Pretty smart!" said **Donald** "what could he gain from robbing the poor?"). In his diary, casually found by **Donald** in the false-bottom of a big armchair in Villa Rose **Fantomallard** describes his double identity: *"I was able to escape from the police because of Villa Rose's secrets, which allow me to conduce a double life..."*
"...I slept during the day and robbed at night. This way I had my revenge against the high society people who despised me and considered me good for nothing." Other than Villa Rose, **Fantomallard** described his "mobile tank" equipped with special devices in his diary .


"DIARIO SEGRETO DI FANTOMIUS"...

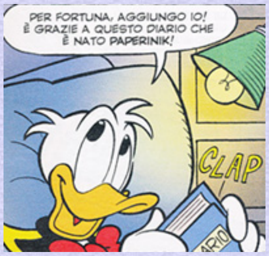
The novelized version of the first story (printed in Italy in 1970 by Mondadori collection L'INTREPIDA) Guido Martina describes the first chapter of **Fantomallard**'s diary in this way:
"I Fantomallard, called the elusive, write this memo so that those who come after me will know the truth about me, better if someone, in my same condition, will be able to imitate my deeds.
To this future unknown heir I dedicate my diary wishing good luck".


AH-HAAA! PAPERINO!
MI CONOSCI?

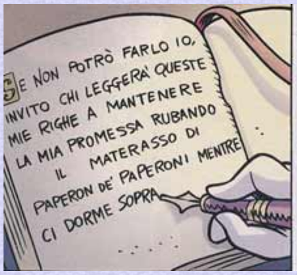
In the story ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** the last page of the **Fantomallard**'s diary is shown. In this page it is said: *" Thanks to my dear friend Copernicus, whitout him all that is told in this diary would have not been possible ! "*. In this sentence **Fantomallard** makes reference to his friend **Copernicus Gearloose** (Great grandfather of **Gyro Gearloose**) inventor of the famous special devices used by **Fantomallard**.

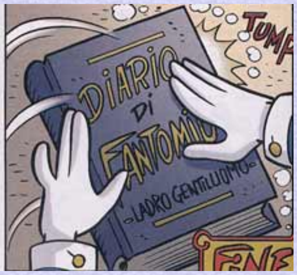

Ringrazio il mio carissimo amico Copernico, senza di lui tutto quello raccontato in questo diario non sarebbe stato possibile!
Quckett

In the story ***PAPERINIK E IL PASSATO SENZA FUTURO*** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***) Marco Gervasio let us know other part of the **Fantomallard**'s secret diary. These parts are related to his first encounter with **Dolly Paprika**: *"The party in the mansion of the countess Mc Snob was at the pick! But for Dolly so lovely with her purple dress it was just another boring night...My future fiance and accomplice was smart enough to face the arrogant conversations...and she knew how to avoid them ! But Dolly she was not awared to meet me!"* Than **Fantomallard** conclude the description of his first del primo encounter with **Dolly Paprika** with these words: "*That night Dolly not only she did't call the police but she decide to follow me in my adventures and robbery ! Furthermore she also suggest me to write my memories and my secrets on this diary to hand down to posterity!"*


PER FORTUNA, AGGIUNGO IO! È GRAZIE A QUESTO DIARIO CHE È NATO PAPERINIK!
CLAP
ARIO

Nella storia ***LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO- IL LADRO E IL MILIARDARIO*** (***THE AMAZING VENTURES OF FANTOMALLARD-GENTLEMAN THIEF- THE THIEF AND THE BILIONER*** At the end of the story shown another hypothetical page from **Fantomallard**'s diary it is shown. the text reports verbatim: *" If I can't; I do it, I invite whoever reads it; these lines of mine to keep my promise by stealing Scrooge McDuck's mattress while he sleeps on it "*. According to a legendary narration, this "supposed" sentence should have inspired the first mission of **Duck Avenger many years later.**


SE NON POTRÒ FARLO IO, INVITO CHI LEGGERÀ QUESTE MIE RIGHE A MANTENERE LA MIA PROMESSA RUBANDO IL MATERASSO DI PAPERON DE' PAPERONI MENTRE CI DORME SOPRA


TUMP
DIARIO DI FANTOMIUS
-LADRO GENTILUOMO-
FINE

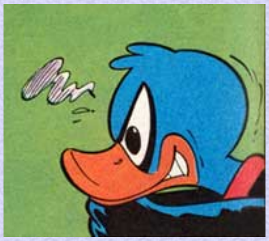
LO SAPEVO! PARLA DEI SOTTERRANEI!

In a second diary found by **Donald** in the story ***DUCK AVENGER AND THE RETURN TO VILLA ROSE***, the tricks and machineries located in Villa Rose's secret underground are better described.

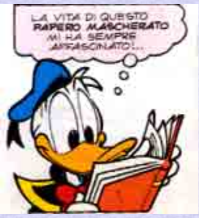
SIETE SINCERA, BELLA DAMA?
SI'! VOI SARETE SEMPRE IL MIO CAVALIERE!

GUARDA GUARDA! PAPERINO!
TREMANTE COME UNA FOGLIA!
ULP! DOLLY PAPRIKA, LA FIDANZATA DI FANTOMIUS! È ANCHE LEI MI CONOSCE!

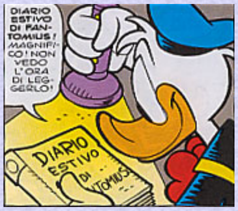
AL LADRO! AL LADROOOO!
EH! EH! EH!



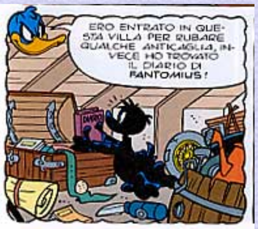
About **Fantomallard** lifetime, in the first story there is a temporal-incongruence. It is told in the letter which notifies the winning of Villa Rose, that after 100 years from the death of the owner the mansion would become property of the state... If we suppose the story plays in the middle 50s, 100 years earlier would have places the death of **Fantomallard** in the second half of the 1800s, still a "Far West" period in the California state. To place such a classy villain (with special devices and a mobile car) in that period is not credible. It Is much more reasonable to consider **Fantomallard** a typical gentleman thief of the first decades of the twentieth century ("belle epoque" prohibitionist period) for sure years that fit pretty well to a tenebrous and misterious outlaw.


LA VITA DI QUESTO PAPERO MASCHERATO MI HA SEMPRE AFFASCINATO...

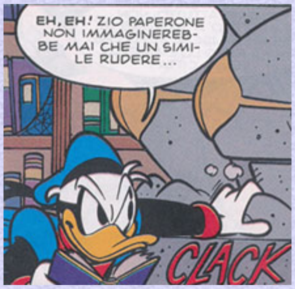
In the story ***DUCK AVENGER AGAINST THE JUNIOR WOODCHUCKS*** an old book found by **Donald** in the public library is shown. In this book some of **Fantomallard** missions and even some of his secret refuges such as Villa Rose and the Ermine's house, which is located in the shadowy mountains some miles out of Duckburg city limit, are described.


DIARIO ESTIVO DI FANTOMIUS! MAGNIFICO! NON VEDO L'ORA DI LEGGERLO!
DIARIO ESTIVO DI TOMIUS

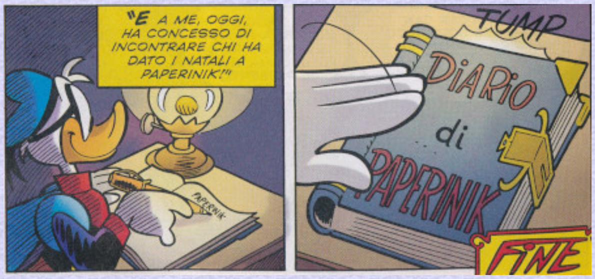
In a third diary also found in Villa Rose's underground in the story ***DUCK AVENGER AND THE SUMMER AT VILLA LALLA***, **Donald** discovers another **Fantomallard**'s secret mansion, the summer refuge of Villa Lalla located in the Dune Bay, Dark Forest locality in the north area of Duckburg bay.


ERO ENTRATO IN QUESTA VILLA PER RUBARE QUALCHE ANTICAGLIA, INVECE HO TROVATO IL DIARIO DI FANTOMIUS!

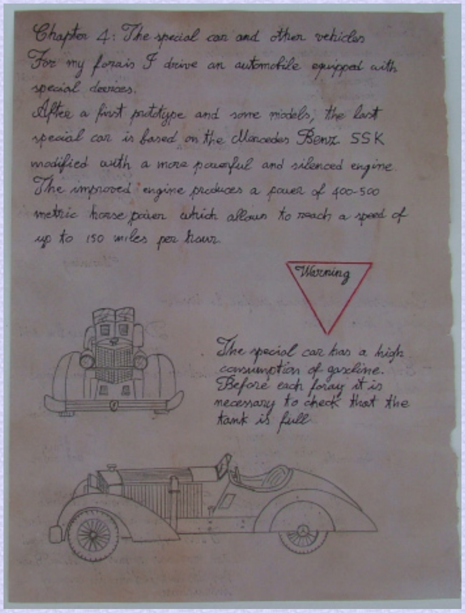
In the story ***DUCK AVENGER AND THE FANTOMALLARD's SHADOW***, another not well identified diary (probably the second one relevant to Villa Rose's underground) is found by the worthless thief **Bob Paperhide**. He utilizes the diary to learn about **Fantomallard** and Villa Rose secrets and tricks in order to carry out robbery against Duckburg's bilionaires


EH, EH! ZIO PAPERONE NON IMMAGINEREBBE MAI CHE UN SIMILE RUDERE...
CLACK

Very likely the same diary is used by **Donald** in the story ***PAPERINIK COLPISCE ANCORA*** (***DUCK AVENGER STRIKES AGAIN***) to explore another secret hideout belonged to **Fantomallard** the Dismal Valley Manor, a creepy fake-medieval castle located outside Duckburg.


"E A ME, OGGI, HA CONCESSO DI INCONTRARE CHI HA DATO I NATALI A PAPERINIK!"
PAPERINIK
TUMP
DIARIO di PAPERINIK
FINE

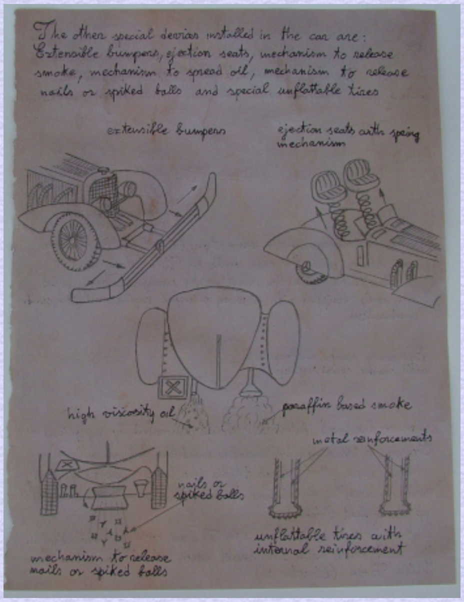
In the legendary story ***LE STRABILIANTI IMPRESE DI FANTOMIUS- LADRO GENTILUOMO- I DUE VENDICATORI*** ***(THE AMAZING VENTURES OF FANTOMALLARD- GENTLEMAN THIEF- THE TWO AVENGERS)*** Marco Gervasio shows that also **Duck Avenger** has a secret diary of his history. For a sort or "dark romantic attitude" he sometime update this diary in the secret hideout of the Villa Rose remains.



Chapter 4: The special car and other vehicles
For my forais I drive an automobile equipped with special devices.
After a first prototype and some models, the last special car is based on the Mercedes Benz SSK modified with a more powerful and silenced engine.
The improved engine produces a power of 400-500 metric horse power which allows to reach a speed of up to 150 miles per hour.

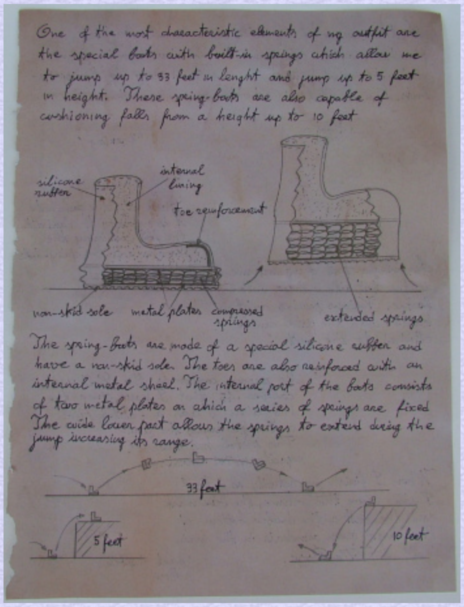
Warning

The special car has a high consumption of gasoline. Before each foray it is necessary to check that the tank is full



The other special devices installed in the car are:
Extensible bumpers, ejection seats, mechanism to release smoke, mechanism to spread oil, mechanism to release nails or spiked balls and special unflattable tires

extensible bumpers
ejection seats with spring mechanism
high viscosity oil
paraffin based smoke
metal reinforcements
nails or spiked balls
mechanism to release nails or spiked balls
unflattable tires with internal reinforcement



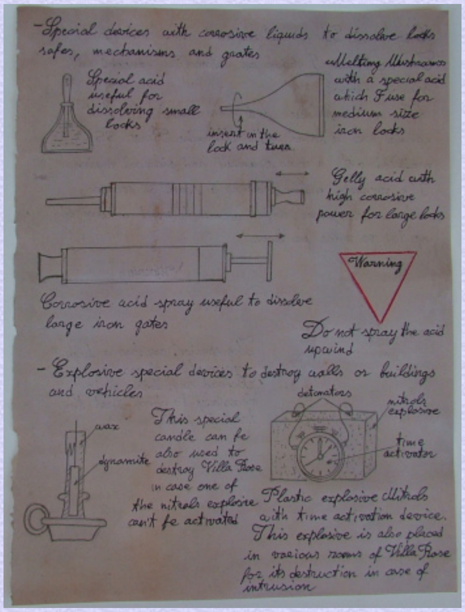
One of the most characteristic elements of my outfit are the special boots with built-in springs which allow me to jump up to 33 feet in lenght and jump up to 5 feet in height. These spring-boots are also capable of cushioning falls from a height up to 10 feet

silicone rubber
internal lining
toe reinforcement
non-skid sole
metal plates
compressed springs
extended springs

The spring-boots are made of a special silicone rubber and have a non-skid sole. The toes are also reinforced with an internal metal sheel. The internal part of the boots consists of two metal plates on which a series of springs are fixed
The wide lower part allows the springs to extend during the jump increasing its range.

33 feet
5 feet
10 feet

Some of the pages of the **Fantomallard**'s secret diary removed by **Donald** to show them to **Gyro**



- Special devices with corrosive liquids to dissolve locks safes, mechanisms and grates

Special acid useful for dissolving small locks

insert in the lock and turn

Melting Mixtures with a special acid which Fuse for medium size iron locks

Gelly acid with high corrosive power for large locks

Corrosive acid spray useful to dissolve large iron gates

Warning

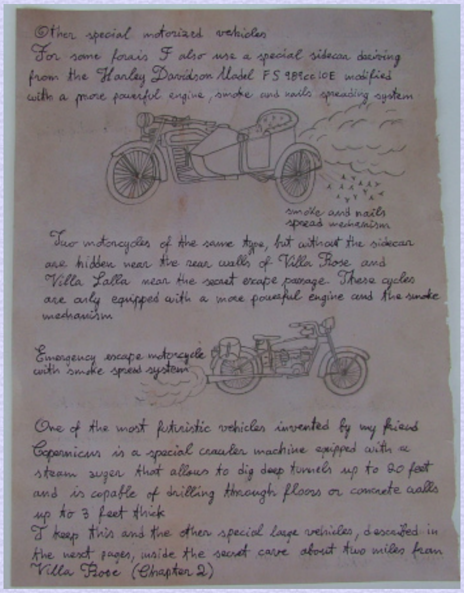
Do not spray the acid upwind

- Explosive special devices to destroy walls or buildings and vehicles

wax
dynamite
detonators
nitrols explosive
time activator

This special candle can be also used to destroy Villa Rose in case one of the nitrols explosive can't be activated

Plastic explosive Nitrols with time activation device.
This explosive is also placed in various rooms of Villa Rose for its destruction in case of intrusion



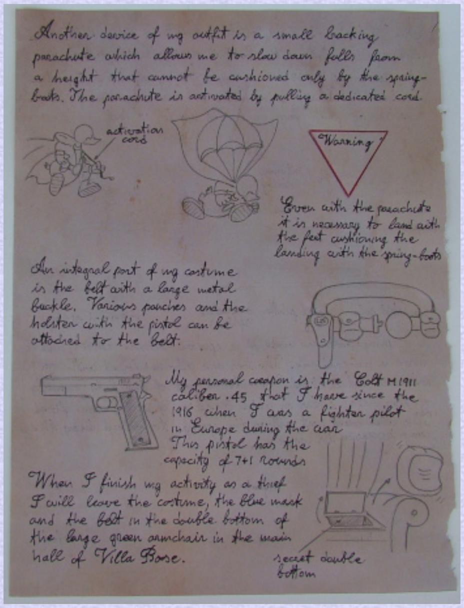
Other special motorized vehicles
For some forais I also use a special sidecar deriving from the Harley Davidson Model FS 989cc 10E modified with a more powerful engine, smoke and nails spreading system

smoke and nails spread mechanism

Two motorcycles of the same type, but without the sidecar are hidden near the rear walls of Villa Rose and Villa Lalla near the secret escape passage. These cycles are only equipped with a more powerful engine and the smoke mechanism

Emergency escape motorcycle with smoke spread system

One of the most futuristic vehicles invented by my friend Copernicus is a special crawler machine equipped with a steam auger that allows to dig deep tunnels up to 80 feet and is capable of drilling through floors or concrete walls up to 3 feet thick
I keep this and the other special large vehicles, described in the next pages, inside the secret cave about two miles from Villa Rose (Chapter 2)



Another device of my outfit is a small backing parachute which allows me to slow down falls from a height that cannot be cushioned only by the spring-boots. The parachute is activated by pulling a dedicated cord.

activation cord

Warning

Even with the parachute it is necessary to land with the feet cushioning the landing with the spring-boots

An integral part of my costume is the belt with a large metal buckle. Various pouches and the holster with the pistol can be attached to the belt.

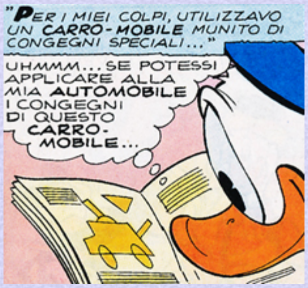
My personal weapon is the Colt M1911 caliber .45 that I have since the 1916 when I was a fighter pilot in Europe during the war
This pistol has the capacity of 7+1 rounds

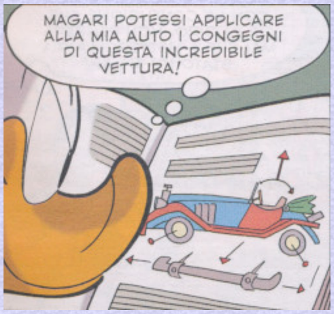
When I finish my activity as a thief I will leave the costume, the blue mask and the belt in the double bottom of the large green armchair in the main hall of Villa Rose.

secret double bottom

The back side of the same pages of the **Fantomallard**'s diary removed by **Donald** to show them to **Gyro**

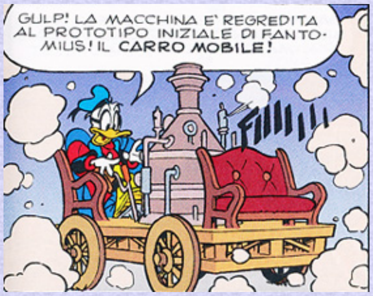
About the **Fantomallard**'s "mobile tank" we know for sure that it was equipped with the devices shown in the first **Duck Avenger** story (***THE DIABOLICAL DUCK AVENGER***), and installed by **Gyro** in **Donald**'s car according to the indications of the **Fantomallard**'s diary: spring ejected seat, anti-pursuer oil and extensible bumpers. Also the smoke device was installed in the **Fantomallard**'s special car as described in the novelized version of the first story and also shown by Marco Gervasio in his adventure ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***.


"PER I MIEI COLPI, UTILIZZAVO UN CARRO-MOBILE MUNITO DI CONGEGNI SPECIALI..."
UHMMM... SE POTESSI APPLICARE ALLA MIA AUTOMOBILE I CONGEGNI DI QUESTO CARRO-MOBILE...

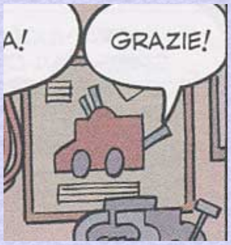

MAGARI POTESSI APPLICARE ALLA MIA AUTO I CONGEGNI DI QUESTA INCREDIBILE VETTURA!

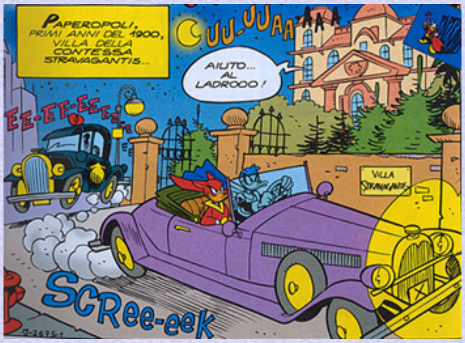
It is however reasonable that this special car was dotated with other devices such as the nails spreading system and others. For what concerns the typology of this car, the sketch shown in an illustration of the first story looks to much like a war heavy tank to be considerably reliable (it is pretty ridiculous to imagine **Fantomallard** was making his nightly secret mission in a war tank!). It is thus more logical to suppose the "special tank" as a modified sport car of the first decades of the twentieth century.
Indeed Marco Gervasio in the **Duck Avenger** story, **PAPERINIK, TUTTO COMINCIÒ COSÌ (DUCK AVENGER, IT ALL STARTED LIKE THIS)**, shows us the page of the diary with a more credible representation of the special car

It is indeed possible that the representation of the "mobile tank" on the **Fantomallard**'s diary was related to an early prototype of his special car which was probably developed as a steam car at the beginning of the XXth century.
This prototype of the "mobile tank" is in fact shown by Pesce e Mangiatordi in the story ***DUCK AVENGER AND THE IGNOBLE ATTACK TO THE WIRELESS TELEPHONY***


GULP! LA MACCHINA E' REGREDITA AL PROTOTIPO INIZIALE DI FANTOMIUS! IL CARRO MOBILE!

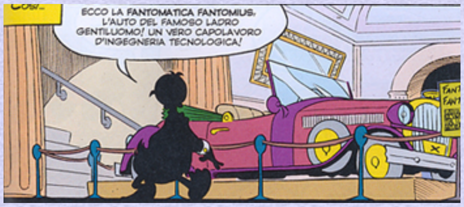
In fact a drawing of the "mobile tank" similar to the one represented in the diary is visible in the 1910 inside the laboratory of **Copernicus**
This image is shown by Gervasio in his story related to the origin of **Fantomallard** titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NOBLE BEHIND THE MASK***.

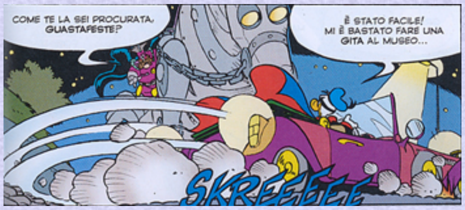



PAPEROPOLI, PRIMI ANNI DEL 1900, VILLA DELLA CONTESSA STRAVAGANTIS...
UU-UUAA-AAA
AIUTO... AL LADROOO!
EE-EE-EE-EEEE
VILLA STRAVAGANTE
SCRee-eek

A reasonable representation of the **Fantomallard**'s special car is shown in the story of Marco Gervasio ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***. In this beautiful adventure there is also evidence of the **Fantomallard** lifetime being the story plays during the first years of the XXth century.

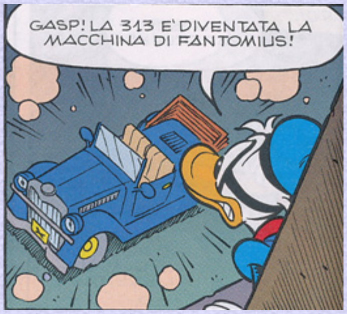
The **Fantomallard**'s special car is again well represented in the story by Pesce and Mangiatordi ***DUCK AVENGER AND THE MISTERIOUS FANTOMALLARD***. In this adventure the special car of **Fantomallard** is located in the Duckburg's museum of Science and Technology where it is called the "Misterious Fantomallard"

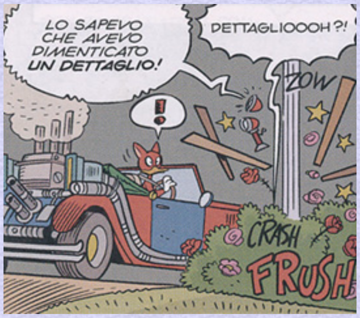

ECCO LA FANTOMATICA FANTOMIUS, L'AUTO DEL FAMOSO LADRO GENTILUOMO! UN VERO CAPOLAVORO D'INGEGNERIA TECNOLOGICA!

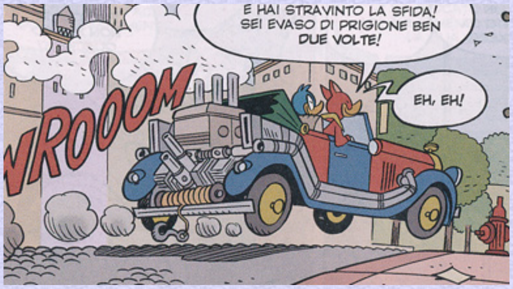

COME TE LA SEI PROCURATA, GUASTAFESTE?
È STATO FACILE! MI È BASTATO FARE UNA GITA AL MUSEO...
SKREEEEEE

In the same story the **Fantomallard**'s special car is again utilized by **Duck Avenger** against a dangerous enemy, the **Analogic Raider**. In this adventure the masked duck is also using two of the first **Fantomallard**'s special devices: the special acid mushroom and the special acid spray.

The **Fantomallard**'s special car is again represented always in the story of Pesce e Mangiatordi ***DUCK AVENGER AND THE IGNOBLE ATTACK TO THE WIRELESS TELEPHONY***.

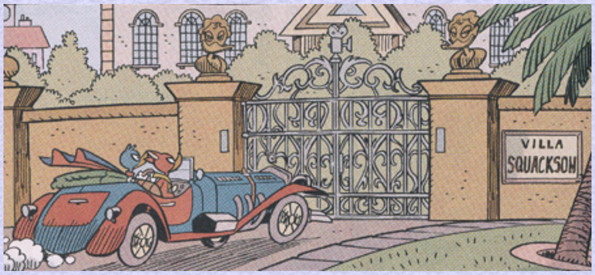

GASP! LA 313 E' DIVENTATA LA MACCHINA DI FANTOMIUS!

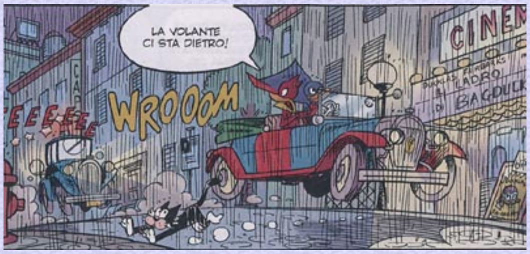

LO SAPEVO CHE AVEVO DIMENTICATO UN DETTAGLIO!
DETTAGLIOOOH?!
ZOW
CRASH
FRUSH

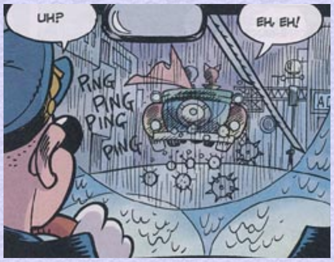

E HAI STRAVINTO LA SFIDA! SEI EVASO DI PRIGIONE BEN DUE VOLTE!
EH, EH!
VROOOM

What seems to be a high powered prototype of the **Fantomallard**'s special car is shown by Gervasio in the first and second stories of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- titled: ***THE PINK MOUNT*** and **THE FANTOMALLARD ESCAPE**

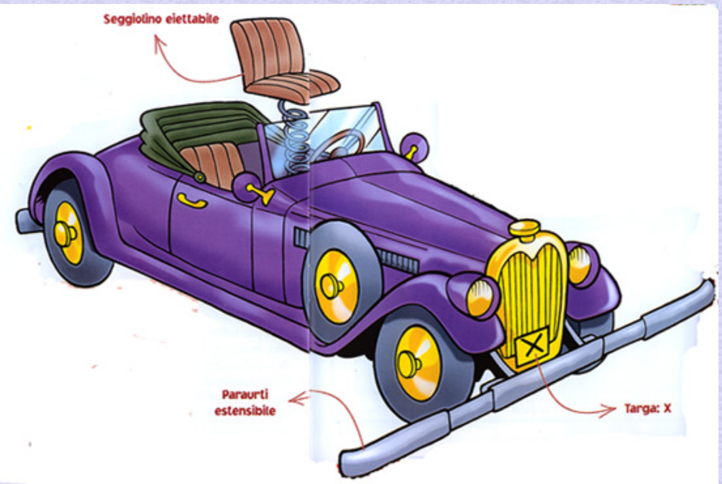
Other beautiful images of the **Fantomallard**’s special car are always shown by Gervasio in the story dedicated to the silent cinema ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- PLEASE BE SILENCE***


VILLA
SQUACKSON

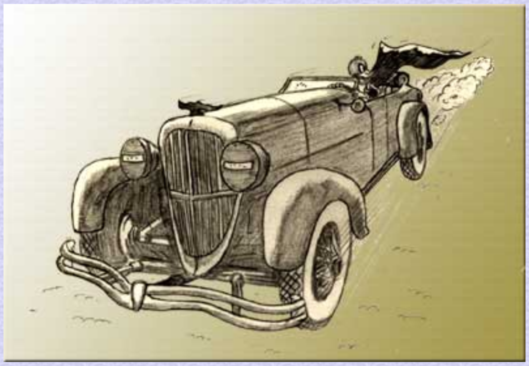

LA VOLANTE CI STA DIETRO!
EEEEEE
WROOOM
CINEM
LADRO
DI BAGDUCK

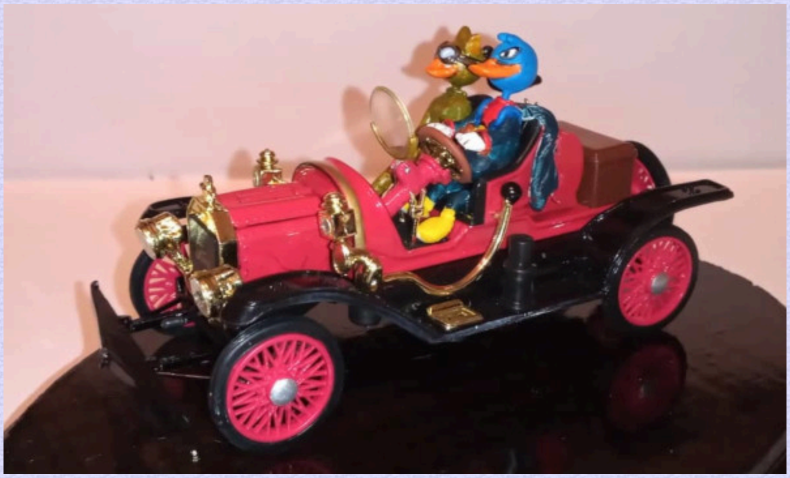

UHP?
EH, EH!
PING
PING
PING
PING

Other beautiful scenes of the **Fantomallard**'s special car are shown by Gervasio in the story dedicated to the **Phantom of Notre Duck** titled **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- NOTRE DUCK**. In one of the scene **Fantomallard** blocks the police car spreading a sort of spiked balls released by a special mechanism of his car.

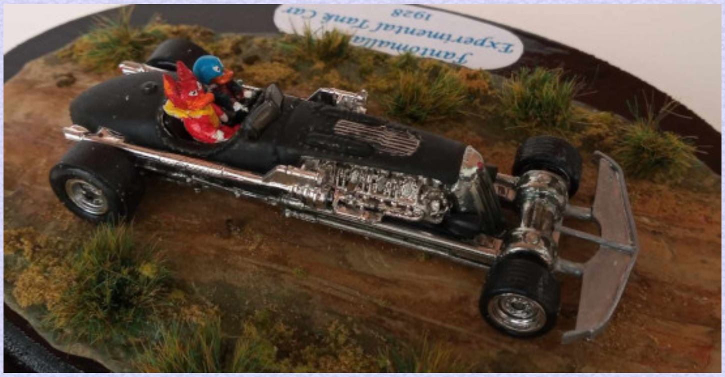

Seggiolino eiettabile
Paraurti estensibile
Targa: X

Another beautiful image of the **Fantomallard**'s special car is present in the booklet n° 67 of the **DeAGOSTINI**'s library dedicated to the **Donald**'s car as well as the **Duck Avenger** special variant. In this booklet very interesting references to the **Duck Avenger** origins are present. Furthermore three pages are also dedicated to the special car of **Fantomallard** and **Dolly Paprika**.
This special car can be considered as an experimental model precursor of the famous Duesenberg Covertible 1929.

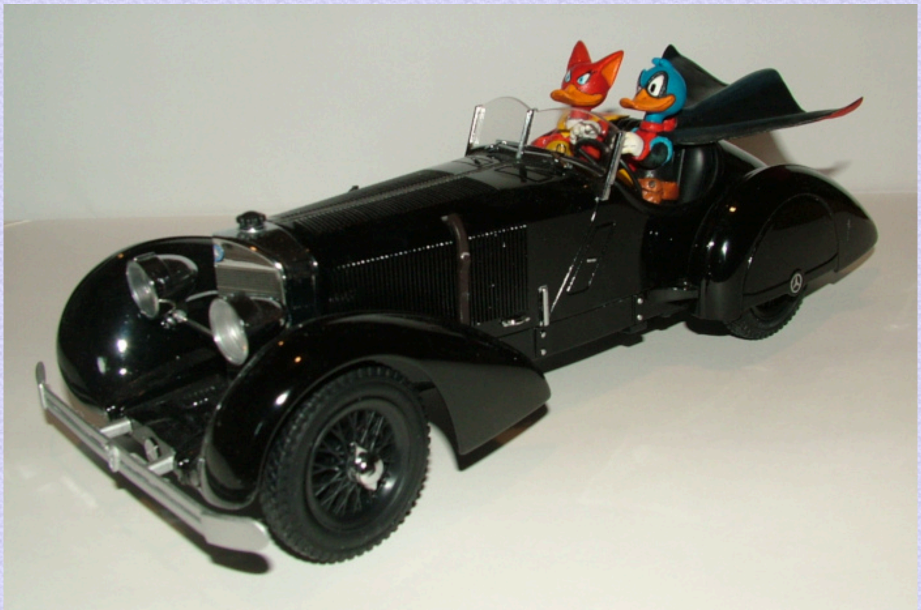




Model of the first special car used by **Fantomallard** and **Lady Mustard** in the 1912 at the beginning of their activity as thiefs. The special vehicle is based on a Ford Speedster modified by **Copernicus** with a powerful and silenced motor, special bumper, special mechanis to release smoke and oil.

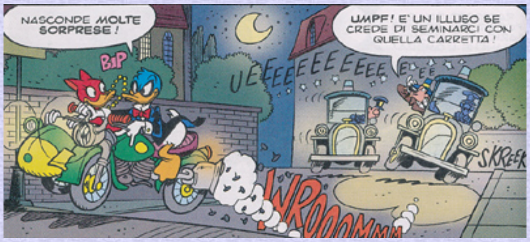

Fantomalla
Experimental Tank Car
1928

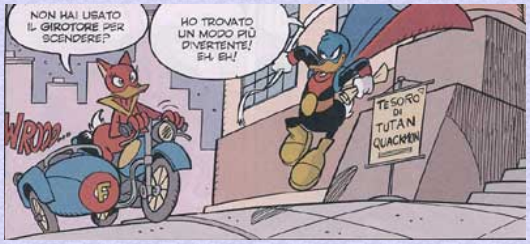
Model of an experimental tank car used by **Fantomallard** and **Dolly Paprika** in 1928. This special heavy car is equipped with reinforced wheels and a special frontal devices which can penetrate strong walls./td>



Model of the last special car used by **Fantomallard** and **Dolly Paperika** in the 1930 at the end of their activity as thiefs. The special vehicle is based on a Mercedes Benz SSK Count Trossi Black Prinz 3000 modified by **Copernicus** with a powerful and silenced motor, extensible bumper, special mechanis to release smoke, nails, oil and spring ejection seats.

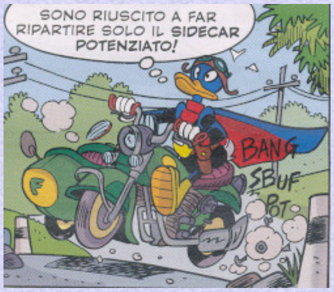
In the story ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** Marco Gervasio makes an intersting representation of another vehicle used by **Fantomallard** and his girl-friend. This vehicle is a Sidecar of the first decades of the 1900 modified with some special devices like the nails spreading system and the smoke device.

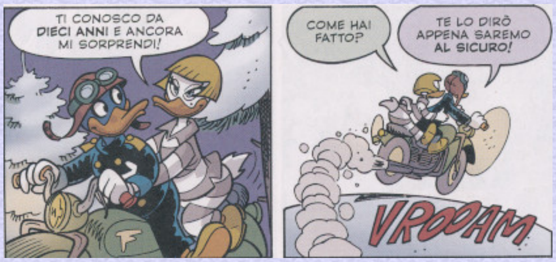

NASCONDE MOLTE SORPRESE!
BIP
UEEEEEEEEEEEEEE
UMPF! E' UN ILLUSO SE CREDE DI SEMINARCI CON QUELLA CARRETTA!
SKREEK
WROOOMMM


NON HAI USATO IL GIROTORE PER SCENDERE?
HO TROVATO UN MODO PIÙ DIVERTENTE! EH, EH!
WROOO...
TESORO DI TUTAN QUACKMON
F

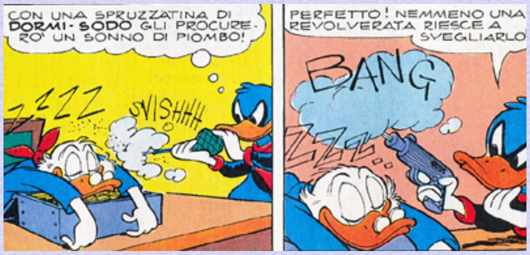
In the story ***THE CURSE OF THE PHARAOH*** Marco Gervasio shows again the Sidecar of **Fantomallard** and **Dolly Paprika** being used during their escape from the Museum of Duckburg, where the gentleman thief has just stolen a precious document hidden in a vase belonged to the Pharaoh **Tutanquackmon.**

The sidecar is also shows in the legendary adventure of the **Fantomallard**'s saga ***THE BEGINNING AND THE END***where, according to a mythological narration, the gentleman thief recovers it in the abandoned Villa Rose after a time travel in an improbable current period.


SONO RIUSCITO A FAR RIPARTIRE SOLO IL SIDECAR POTENZIATO!
BANG
SBUF
POT
F


TI CONOSCO DA DIECI ANNI E ANCORA MI SORPRENDI!
COME HAI FATTO?
TE LO DIRÒ APPENA SAREMO AL SICURO!
VROOAM

The special motocycle **Fantomallard** is used together **Dolly Paperika** to escape from the police in the story ***THE DAWN OF FANTOMALLARD***.


CON UNA SPRUZZATINA DI DORMI-SODO GLI PROCURERÒ UN SONNO DI PIOMBO!
ZZZZ
SVISHHH
PERFETTO! NEMMENO UNA REVOLVERATA RIESCE A SVEGLIARLO
BANG
ZZZ

As far as the special devices utilized by **Fantomallard** are concerned, in the first and second adventures of **Duck Avenger** some of the tricks found by **Donald** in Villa Rose are shown. Other than the black costume incorporating the pocket progressive opening parachute and the spring boots (whose allow to jump up to 10 meters -about 30 feet-), we have the hypnotic oil lamp, the double effect candle wax/dynamite, the special acid mushroom, the special acid spray and probably the fast sleep powder and the smoke bomb.

Quite a bit interesting is a drawing in the story ***THE REVENGE OF DUCK AVENGER*** where **Fantomallard**'s personal weapon, identifiable as a Colt .45 Model 1911, is well represented. It was probably found by **Donald** together with the costume.

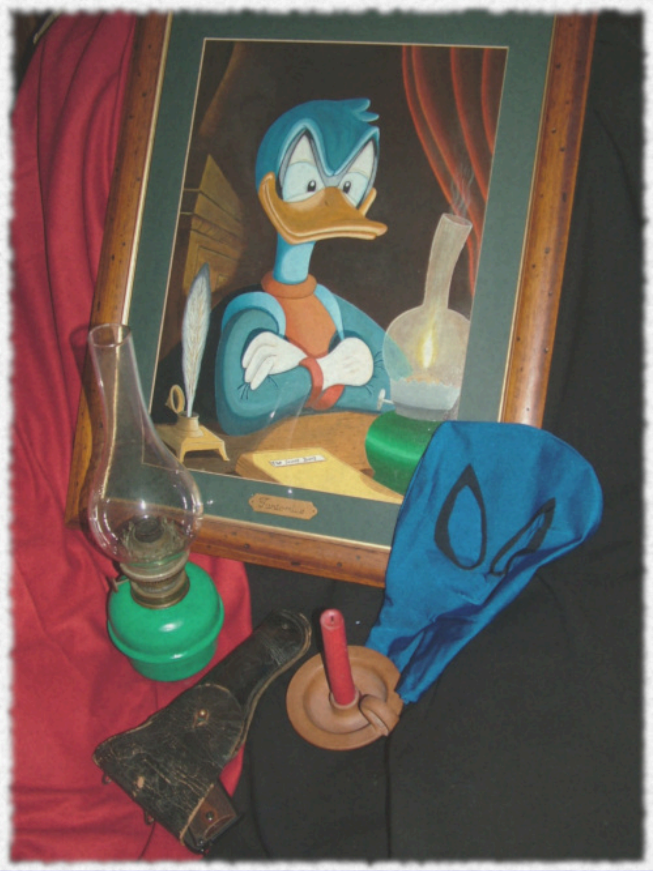
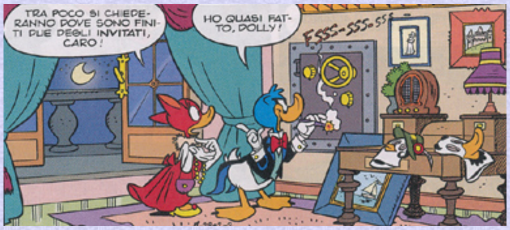
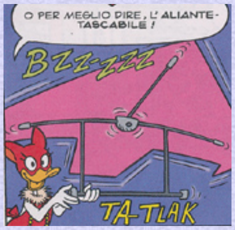


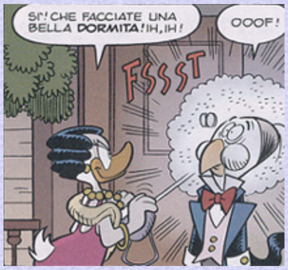
PHOTO IN VILLA ROSE
Some of the items belong to **Fantomallard** photographed in Villa Rose. Over the black and red cloack there is a portrait of **Fantomallard**, the hypnotic oil lamp, the double effect candle wax/dynamite, the Colt. 45 Model 1911 and the blue mask.

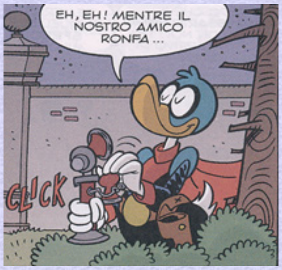

TRA POCO SI CHIEDERANNO DOVE SONO FINITI DUE DEGLI INVITATI, CARO!
HO QUASI FATTO, DOLLY!
FSSS-SSS-SSS

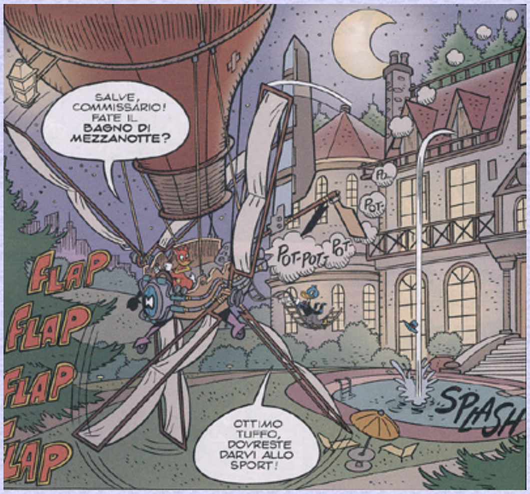

O PER MEGLIO DIRE, L'ALIANTE-TASCABILE!
BZZ-ZZZ
TA-TLAK

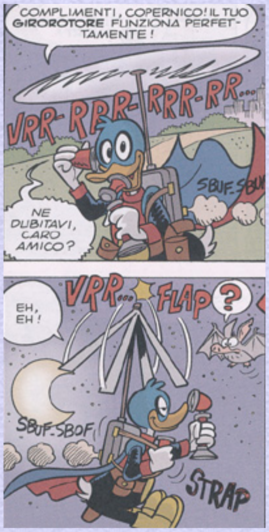
Others interesting devices used by **Fantomallard** are the melting-locker pen and the pocket glider as well depicted by Marco Gervasio in the story ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD***

The fast sleep powder and a special old style "portable phone " are shown by Marco Gervasio in the first story of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF***- titled ***THE PINK MOUNT***

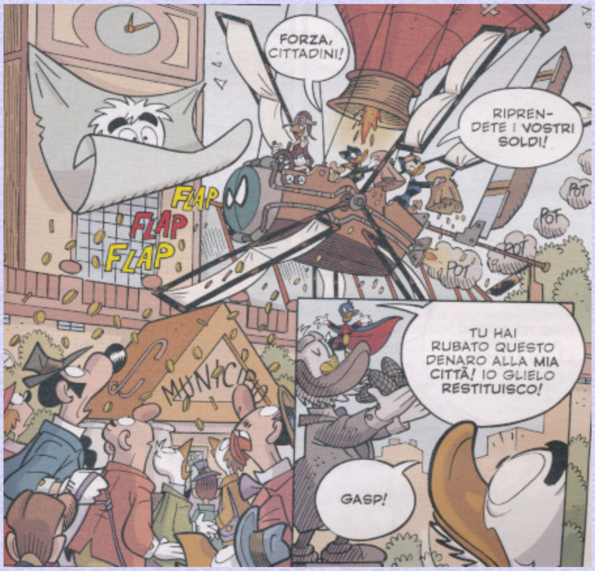

SI'! CHE FACCIATE UNA BELLA DORMITA! IH, IH!
OOOF!
FSSST


EH, EH! MENTRE IL NOSTRO AMICO RONFA ...
CLICK


SALVE, COMMISSARIO! FATE IL BAGNO DI MEZZANOTTE?
POT-POT-POT
FLAP
FLAP
FLAP
FLAP
SPLASH
OTTIMO TUFFO, DOVRESTE DARVI ALLO SPORT!

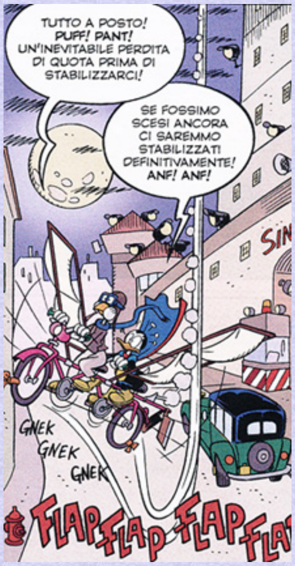

COMPLIMENTI, COPERNICO! IL TUO GIROROTORE FUNZIONA PERFETTAMENTE!
VRR-RRR-RRR-RR...
SBUF-SBUF
NE DUBITAVI, CARO AMICO?
EH, EH!
VRR...
FLAP
?
SBUF-SBOF
STRAP

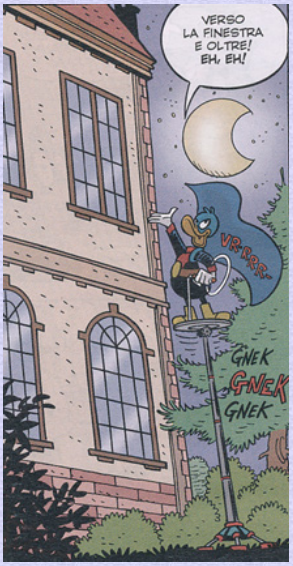
In the same story other two special devices are used by **Fantomallard** and **Dolly Paprika** for their incredible escapes: an aerostatic baloon with propulsive sails and a back pack with foldable gyro-rotors.
These strange machinery brings to mind some of the strange machinery shown in the TV serial (and relevant movie) **Wild Wild West.**


FORZA, CITTADINI!
RIPRENDETE I VOSTRI SOLDI!
FLAP FLAP FLAP
POT
POT
POT
POT
MUNICIPIO
TU HAI RUBATO QUESTO DENARO ALLA MIA CITTÀ! IO GLIELO RESTITUISCO!
GASP!

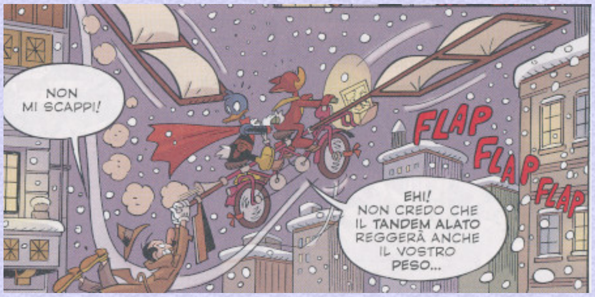
The balloon with propulsive veils is also used in the last episode of the legendary story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** where in this legendary adventure it is imagined that this flying machine was used to distribute to the citizens of Duckburg the money unjustly stolen by an improbable **Flintheart Glomgold** in the period of the great crisis in which the hurban legend narration reports that he governed the city by deceit.

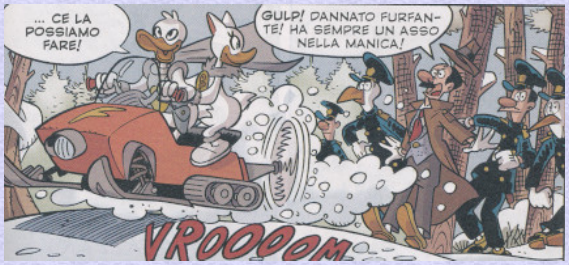
Another amazing flying machine called aerocycle and a special climbing device named the elevator are also whown in the second story of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- titled ***THE FANTOMALLARD ESCAPE***


TUTTO A POSTO! PUFF! PANT! UN'INEVITABILE PERDITA DI QUOTA PRIMA DI STABILIZZARCI!
SE FOSSIMO SCESI ANCORA CI SAREMMO STABILIZZATI DEFINITIVAMENTE! ANF! ANF!
GNEK GNEK GNEK
FLAP FLAP FLAP FLA

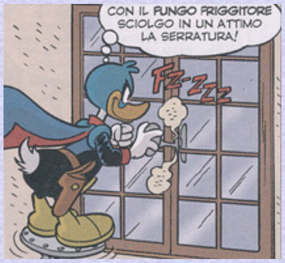

VERSO LA FINESTRA E OLTRE! EH, EH!
VR-RRR-
GNEK GNEK GNEK

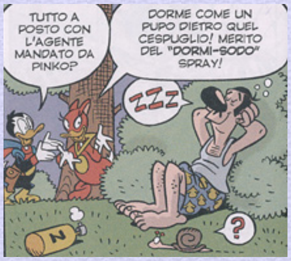
The aerocycle or winged tandem is also used by **Fantomallard** and **Dolly Paprika** after the theft of the painting named Sleeping Beauty in the story ***THE NIGHT OF FANTOMALLARD***

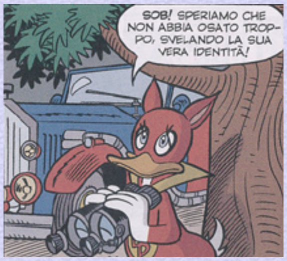

NON MI SCAPPI!
FLAP FLAP FLAP
EHI! NON CREDO CHE IL TANDEM ALATO REGGERÀ ANCHE IL VOSTRO PESO...

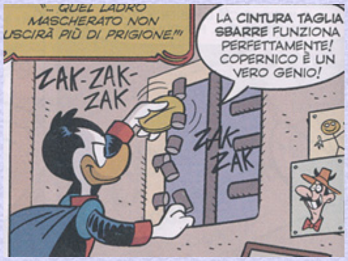

... CE LA POSSIAMO FARE!
GULP! DANNATO FURFANTE! HA SEMPRE UN ASSO NELLA MANICA!
VROOOOM

A special Air-sled hidden in the woods of Villa Lalla is used by **Fantomallard** and **Dolly Paprika** in the story ***THE NIGHT OF FANTOMALLARD***


CON IL FUNGO FRIGGITORE SCIOLGO IN UN ATTIMO LA SERRATURA!
FZ-ZZZ

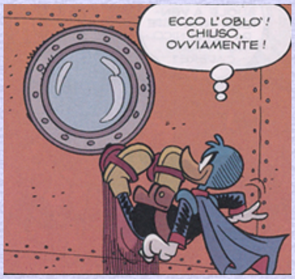

TUTTO A POSTO CON L'AGENTE MANDATO DA PINKO?
DORME COME UN PUPO DIETRO QUEL CESPUGLIO! MERITO DEL "DORMI-SODO" SPRAY!
ZZZ
?

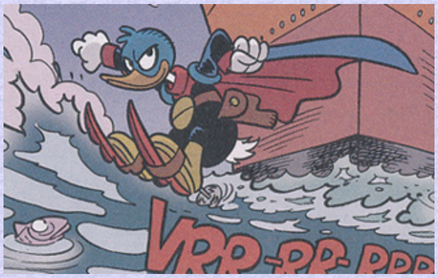

SOB! SPERIAMO CHE NON ABBIA OSATO TROPPO, SVELANDO LA SUA VERA IDENTITÀ!

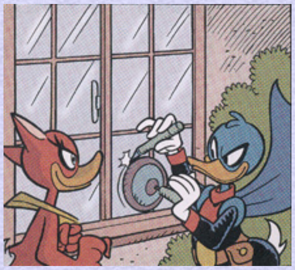

"... QUEL LADRO MASCHERATO NON USCIRÀ PIÙ DI PRIGIONE!"
LA CINTURA TAGLIA SBARRE FUNZIONA PERFETTAMENTE! COPERNICO È UN VERO GENIO!
ZAK-ZAK-ZAK
ZAK ZAK

Among the various special devices used by **Fantomallard** and **Dolly Paprika** in the second story of the saga there are the famous special acid mushroom, the fast sleep gas, a night vision binoculars and a special belt buckle metal cutting.

Other special devices shown in the third adventure of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-*** titled ***FANTOMALLARD ON BOARD*** are the special suction disks and the mini water-ski with auto-propulsion.

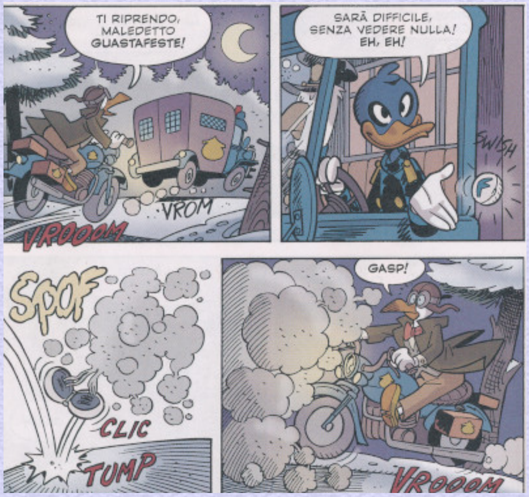

ECCO L'OBLO'! CHIUSO, OVVIAMENTE!

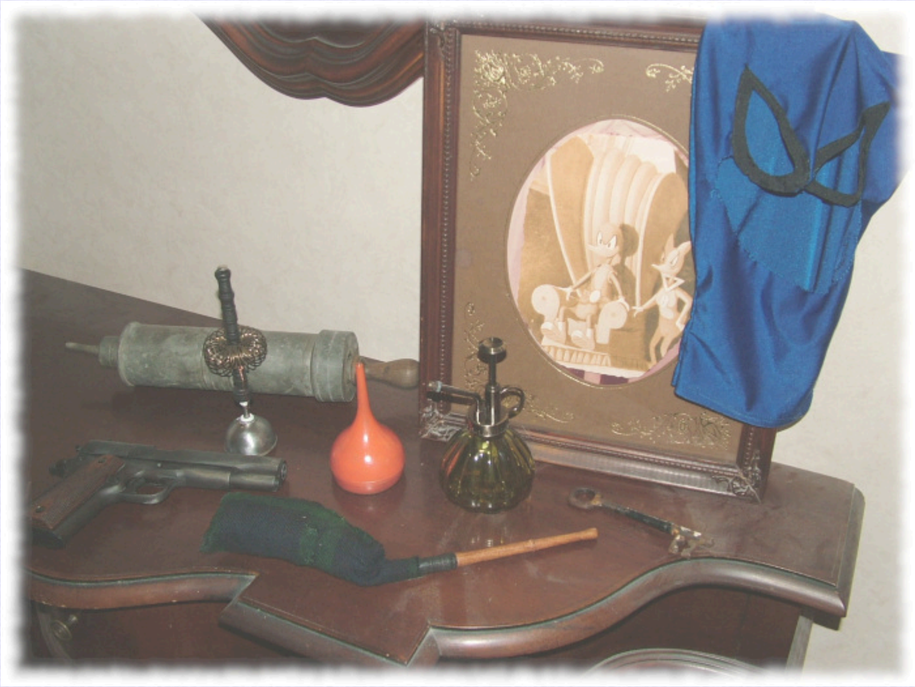




In the story of Marco Gervasio dedicated to the silent cinema titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- PLEASE BE SILENCE*** a special pen with diamond point is used by **Fantomallard** to cut a window of the Villa of the actress **Gloria Squackson**

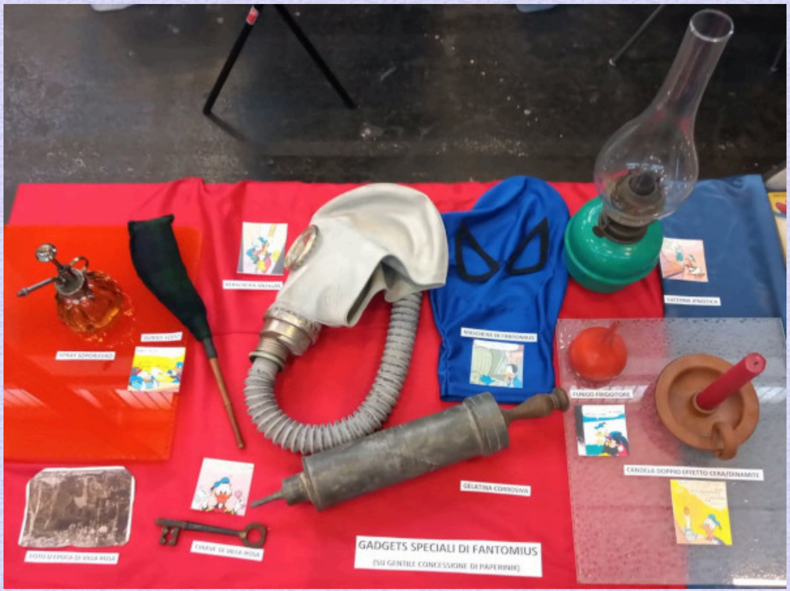
In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DAWN OF FANTOMIUS*** it is shown a special smoke capsule used by the gentleman thief to escape the police.


TI RIPRENDO, MALEDETTO GUASTAFESTE!
VROM
VROOOM
SARÀ DIFFICILE, SENZA VEDERE NULLA! EH, EH!
SWISH
F
SPOF
CLIC
TUMP
GASP!
VROOOM



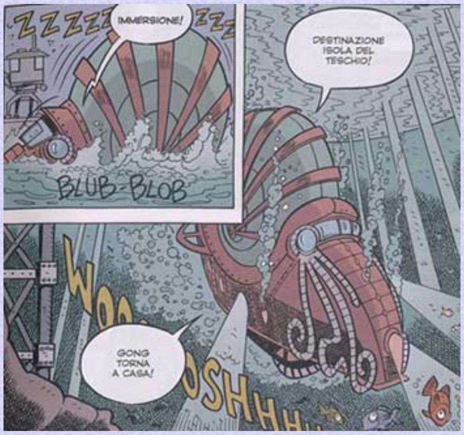
OTHER ITEMS FOUND IN VILLA ROSE

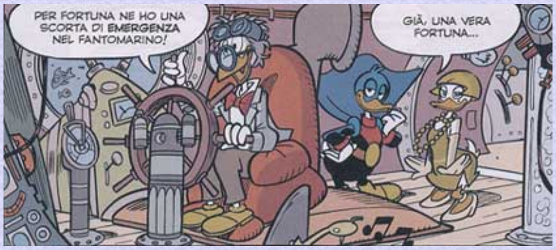
Another picture taken in Villa Rose shows others items and special devices used by **Fantomallard** we can identify a vintage picture of Fantomallard and Dolly Paprika, the colt model 1911, the blue mask, the bulb with special acid, the sleep gas, the Villa Rose key, a corrosive liquid spray, an hypnotic liquid spray, and a strange electro-mechanic unidentified device.

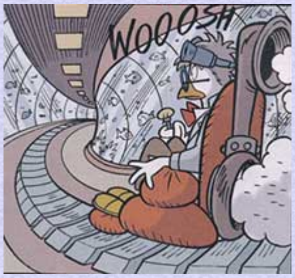

SPRAY SOPORIFERO
MASCHERA DI FANTOMIUS
LUCERNA IPNOTICA
FUNGO FRIGGITORE
GELATINA CORROSIVA
CANDELA DOPPIO EFFETTO CERA/DINAMITE
FOTO D'EPOCA DI VILLA ROSA
CHIAVE DI VILLA ROSA
GADGETS SPECIALI DI FANTOMIUS
(SU GENTILE CONCESSIONE DI PAPERINIK)

FANTOMALLARD'S DEVICES EXHIBITED AT TORINO COMICS IN 2022
Some of the secret devices of **Fantomallard** including his special gas mask (worn by **Duck Avenger** in the story **PAPERINIK ED IL DRAMMA CICLICO**) have been exhibited at Torino Comics in 2022.

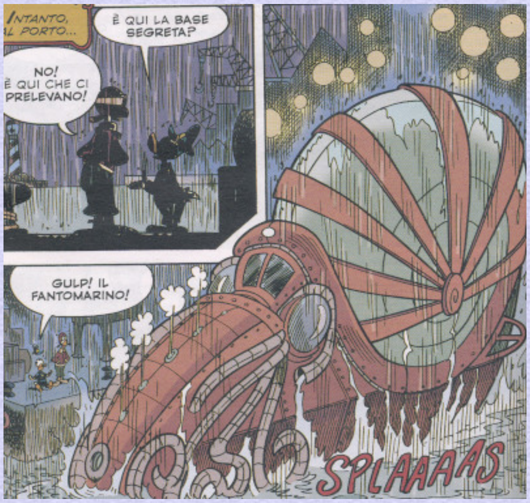
In the story **THE EIGHTH WONDER OF THE WORLD** Marco Gervasio shows another of the amazing machines used by **Fantomallard** and created by **Copernicus**, the Fantomarine. This submarine with a nautiloid like shape, was probably designed to discover and collect lost treasures beneath the sea. It is kept hidden in an underground cave in the Dune Bay up to north of Duckburg in the vicinity of **Fantomallard**' s summer house of Villa Lalla . The secret cave where the Fantomarine is anchored can be reached using a long tunnel, which even if in the story for narrative simplicity and instant reference is referred to be connected with Villa Rose (Villa Rose is located in the foothills away from the coast and is exaggerated and implausible a tunnel that crosses all Duckburg) it is more logic to image the Fantomarine secret cave connected with the basement of Villa Lalla being this Villa located in proximity of the coast. Thus Villa Lalla can be logically imagined as used by the gentleman thief and his companions during the mission that require the use of their special "naval machinery".


ZZZZZ
IMMERSIONE!
ZZZ
DESTINAZIONE ISOLA DEL TESCHIO!
BLUB-BLOB
WOOOSHHH
GONG TORNA A CASA!


PER FORTUNA NE HO UNA SCORTA DI EMERGENZA NEL FANTOMARINO!
GIÀ, UNA VERA FORTUNA...

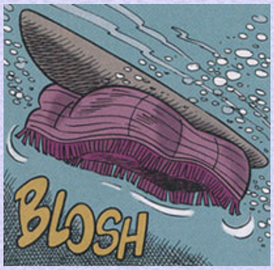


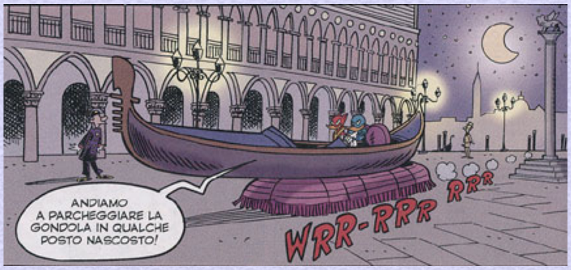
In the same story is also shown a particular steam cushion vehicle used by **Copernicus** to go through the underground tunnel that connects Villa Lalla with the cave in the Dune Bay where the **Fantomallard**'s Fantomarine is anchored.

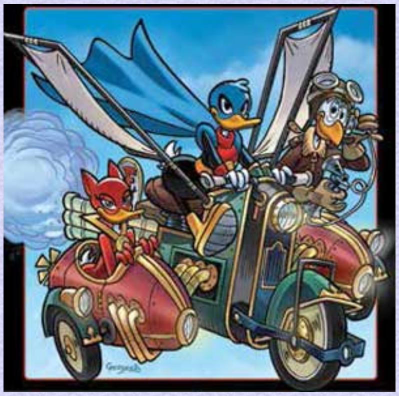

NTANTO,
L PORTO...
È QUI LA BASE SEGRETA?
NO! È QUI CHE CI PRELEVANO!
GULP! IL FANTOMARINO!
SPLAAAAS

Fantomallard, **Copernicus**, **Dolly Paprika** with the unusual alliance of **Lady Mustard** and the inspector **Pinko** use the Fantomarine in the third and fourth episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** to prevent **Flintheart Glomgold** from moving away by a ship to South Africa the money stolen from the citizens of Duckburg during the many months in which he govern by deception the city.

In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DOGE'S TREASURE*** set in Venice **Fantomallard** and **Dolly Paprika** use a special motorized gondola created by **Copernicus**. This special boat can thus go out from the water canals and travel on ground.

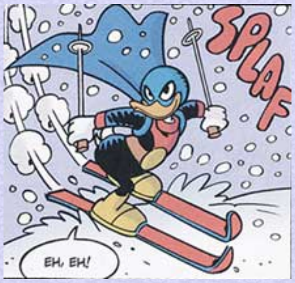


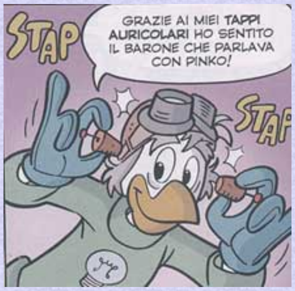

ANDIAMO A PARCHEGGIARE LA GONDOLA IN QUALCHE POSTO NASCOSTO!
WRR-RRR RRR



On the cover of the second volume of the comic series **DEFINITIVE COLLECTION** dedicated to the **Fantomallard** saga, the Disney artist Marco Gervasio show another of the strange machinery used by the gentleman thief and his friends. In this image **Fantomallard**, **Dolly Paprika** and **Copernicus** are riding a special flying bi-sidecar.

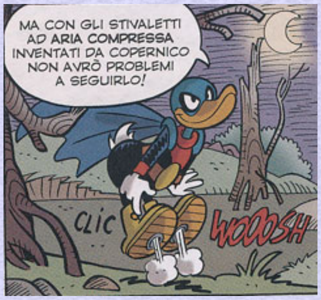
In the story **FANTOMALLARD ON THE SNOW** the special steam jet skis, that allow with little effort to achieve a significant speed, are shown.

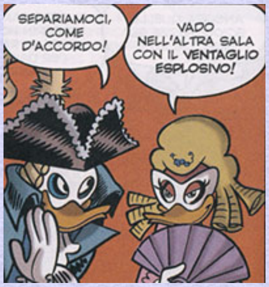



STAP
GRAZIE AI MIEI TAPPI AURICOLARI HO SENTITO IL BARONE CHE PARLAVA CON PINKO!
STAP

In the same story **Copernicus**, in the Ermine's House , shows us some special ear plugs that allow to hear sounds and conversations over long distances. These special equipments were later re-created by **Gyro Geraloose** (great-grandson of **Copernicus**) and used by **Duck Avenger**.

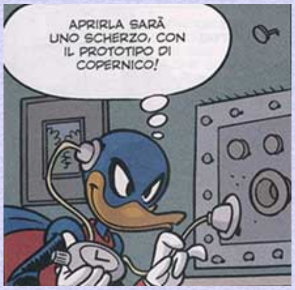
In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BOOTY OF THE BARKSERVILLE*** **Fantomallard** has some special boots with air jet propulsion to easily walk over the swamp of Greenduck.

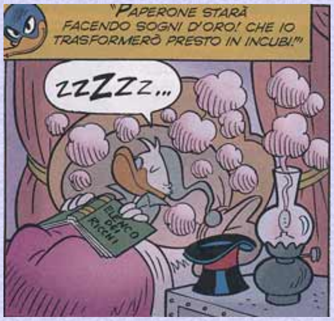

MA CON GLI STIVALETTI AD ARIA COMPRESSA INVENTATI DA COPERNICO NON AVRÒ PROBLEMI A SEGUIRLO!
CLIC
WOOOSH


SEPARIAMOCI, COME D'ACCORDO!
VADO NELL'ALTRA SALA CON IL VENTAGLIO ESPLOSIVO!

In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DOGE'S TREASURE***, **Dolly Paprika** during a carneval party uses a special explosive hand fan.

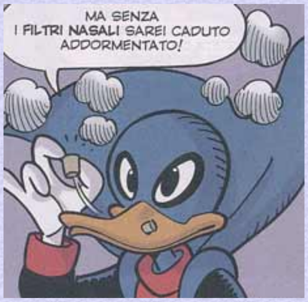
In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NOBLE BEHIND THE MASK***, Marco Gervasio shows a special device used by **Fantomallard** to open the safes. Thus togheter the special acid mushrum and the spring boots this special device was one of the first devices used during the **Fantomallard** first mission.

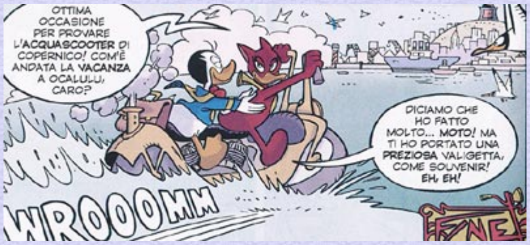

APRIRLA SARÀ UNO SCHERZO, CON IL PROTOTIPO DI COPERNICO!


"PAPERONE STARÀ FACENDO SOGNI D'ORO! CHE IO TRASFORMERÒ PRESTO IN INCUBI!"
ZZZZZ...
ELENCO DEI RICCHI

In the leggendary story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE THIEF AND THE BILIONARE***, Marco Gervasio images that the hypnotic lamp, which was the first special device used by **Duck Avenger** during his first mission, was also used by **Fantomallard** against **Scrooge**.

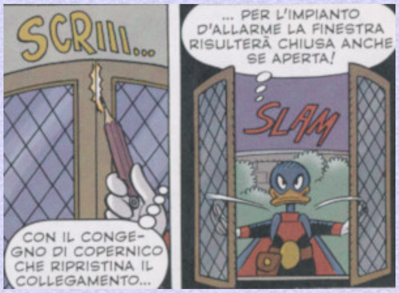
Always in the same adventure ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE THIEF AND THE BILIONARE***, **Fantomallard** use a special nose filters against the powerful sleeping gas activated by the secure system of the **Scrooge**'s money bilding.

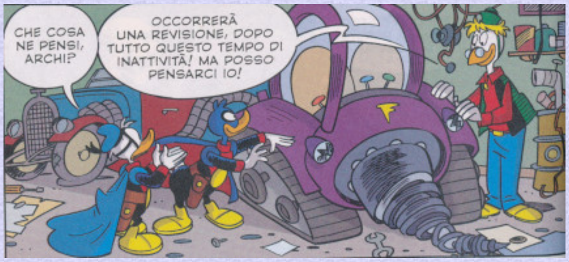

MA SENZA I FILTRI NASALI SAREI CADUTO ADDORMENTATO!


OTTIMA OCCASIONE PER PROVARE L'ACQUASCOOTER DI COPERNICO! COM'È ANDATA LA VACANZA A OCALULÙ, CARO?
DICIAMO CHE HO FATTO MOLTO... MOTO! MA TI HO PORTATO UNA PREZIOSA VALIGETTA, COME SOUVENIR! EH, EH!
WROOOMM

In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- WITHOUT MASK***, **Fantomallard** and **Dolly Paprika** are using a special steam jet water-scooter for sure also this one designed by **Copernicus**.
Note on the background the Duckburg view with the **Scrooge McDuck**'s money bin on the hill. Of course also in this case the money bin has been drawn in a too modern style respect to the period furthermore if we considered some of the **Barks** indications in that period the money bin was not yet built on the top of the "killmotors hill". So the artist chose to represent the money bin based on Don Rosa interpretation and with the typical shape of the Italian later stories.

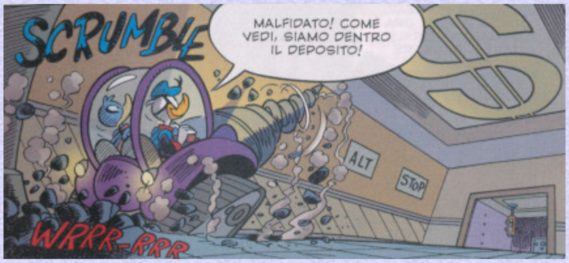
In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF THE GEMES***, **Fantomallard** use a special pen which enables the allarm system of the windows.

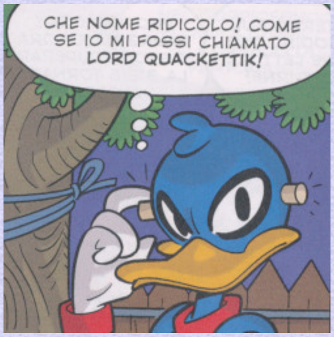

SCRIII...
CON IL CONGEGNO DI COPERNICO CHE RIPRISTINA IL COLLEGAMENTO...
... PER L'IMPIANTO D'ALLARME LA FINESTRA RISULTERÀ CHIUSA ANCHE SE APERTA!
SLAM

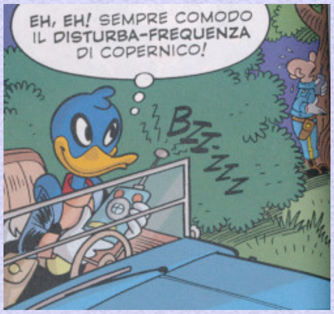

CHE COSA NE PENSI, ARCHI!?
OCCORRERÀ UNA REVISIONE, DOPO TUTTO QUESTO TEMPO DI INATTIVITÀ! MA POSSO PENSARCI IO!

In the mythological story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TWO AVENGERS***, **Fantomallard** goes to the future in the modern time period of **Donal Duck**?!. In this adventure he found his old special steam drilling car still inside his secret garage.

Always in this legendary story after that **Gyro Gearloose** has properly restored this drilling car it has been used by **Fantomallard** and **Duck Avenger** to get into the **Scrooge Mc Duck** Money Bin.

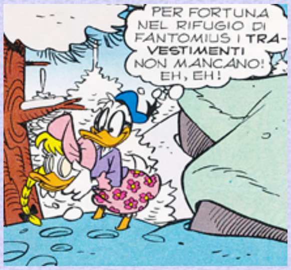

SCRUMBLE
MALFIDATO! COME VEDI, SIAMO DENTRO IL DEPOSITO!
ALT
STOP
WRRR-RRR

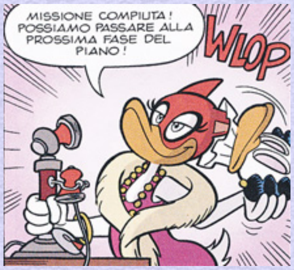

CHE NOME RIDICOLO! COME SE IO MI FOSSI CHIAMATO LORD QUACKETTIK!

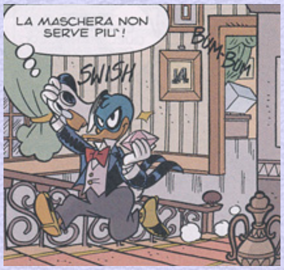

EH, EH! SEMPRE COMODO IL DISTURBA-FREQUENZA DI COPERNICO!
BZZ-ZZZ

Fantomallard uses earplugs and a special device that disturbs the frequencies in the mythological story **DUCK AVENGER, IT ALL STARTED LIKE THIS** when according to a mythological-legendary narration traveling into the future he makes **Donald** become the owner of Villa Rose and turns into **Duck Avenger**.

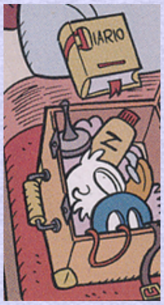
In some of his undertakings **Fantomallard** used to impersonate some other people by using rubber masks (as **Duck Avenger** would do as well). Some of those masks were found by **Donald** in the Ermine's house as shown in the story ***DUCK AVENGER AGAINST THE JUNIOR WOODCHUCKS***. It is locical to image that the female masks were utilized by **Fantomallard**'s fianceé **Dolly Paprika**.
Other masks used by **Fantomallard** and **Dolly Paprika** are also shown in the adventures ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** and ***DUCK AVENGER AND THE PAST WITHOUT FUTURE***


PER FORTUNA NEL RIFUGIO DI FANTOMIUS I TRAVESTIMENTI NON MANCANO! EH, EH!


MISSIONE COMPIUTA! POSSIAMO PASSARE ALLA PROSSIMA FASE DEL PIANO!
WLOP

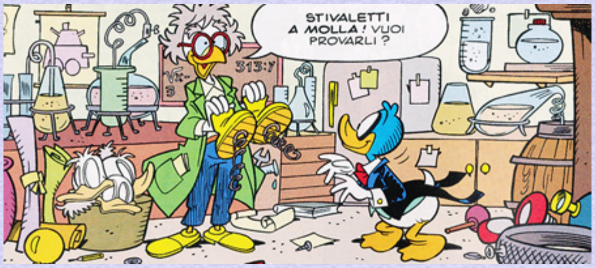

LA MASCHERA NON SERVE PIU'!
SWISH
BUM BUM

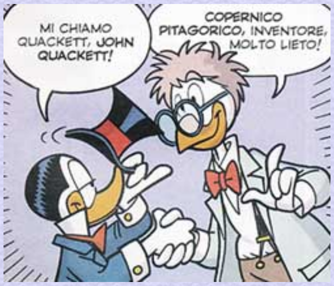
The rubber masks are largelly used both by **Fantomallard** and **Dolly Paprika** in all their adventures of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-***.



In the third adventure of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-*** titled ***PHANOMIUS ON BOARD*** between the various masks shown in the **Fantomallard** suitcase one seems to be related to the **Uncle Scrooge** face. This is a possible indication that **Fantomallard** was preparing a burglary against **Scrooge Mc Duck** who in that years was abroad for business. Or maybe **Scrooge Mc Duck** was also on board of the same ship during this cruise.

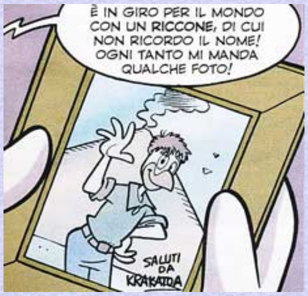
Thanks to Marco Gervasio and his story ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** we know that the special devices used by **Fantomallrd** were invented and created by his friend and smart inventor **Copernicus Geraloose** who is the **Ratchet Gearloose**'s father, **Fulton Gearloose**'s grandfather and thus **Gyro**'s Great grandfather. As we know many years later **Gyro** was the creator of the **Duck Avenger**'s special devices


STIVALETTI A MOLLA! VUOI PROVARLI?

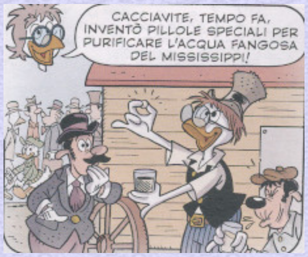

MI CHIAMO QUACKETT, JOHN QUACKETT!
COPERNICO PITAGORICO, INVENTORE, MOLTO LIETO!

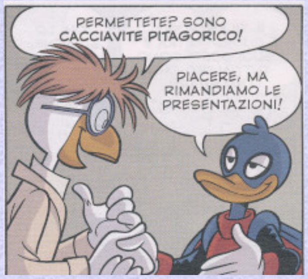
Therefore in the twelfth episode of the **Fantomallard** saga titled **THE NOBLE BEHIND THE MASK** Gervasio shows the first encounter between **Lord Quackett** and **Copernicus Gearloose** occurred in the 1910 during a party in the Baron **Von Duck**'s mansion.

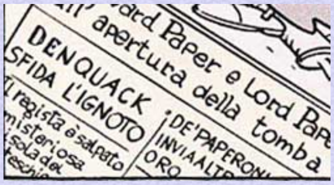
A clear reference to the Don Rosa saga of the **Scrooge Mc Duck** time and life is given again by Gervasio in the story **THE NOBLE BEHIND THE MASK** where on a portrait in the laboratory of **Copernicus Gearloose** the image of **Ratchet Gearloose** (son of **Copernicus**) is shown. He is represented in the island of Krakatoa. In the same frame is also told that **Ratchet** is often traveling around the world together with a very rich person!


È IN GIRO PER IL MONDO CON UN RICCONE, DI CUI NON RICORDO IL NOME! OGNI TANTO MI MANDA QUALCHE FOTO!
SALUTI DA KRAKATOA

Ratchet Gearloose appears again, as protagonist, in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- - ON THE TRACKS OF COPERNICUS** where he is lured by deception to an island in Costa Rica and then imprisoned by his uncle **Cartesio Geraloose** in complicity with **Flintheart Glomgold** until it produces pills for them that can make sea water drinkable. **Ratchet Gearloose** is helped to escape by his father **Copernicus** but above all by the intervention of **Fantomallard** and **Dolly Paprika**

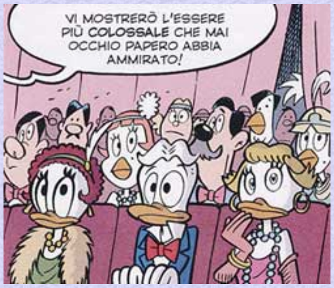

CACCIAVITE, TEMPO FA, INVENTÒ PILLOLE SPECIALI PER PURIFICARE L'ACQUA FANGOSA DEL MISSISSIPPI!

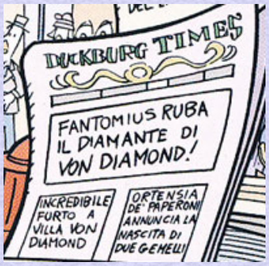

PERMETTETE? SONO CACCIAVITE PITAGORICO!
PIACERE, MA RIMANDIAMO LE PRESENTAZIONI!


ard Paper e Lord Par
apertura della tomba
DENQUACK
SFIDA L'IGNOTO
Il regista è salpato
misteriosa
isola del
teschi
¡DE'PAPERONI
INVIA ALTRO
ORO

Another reference to **Scrooge Mc Duck** is shown in the sixth adventure in the saga of **Fantomallard** titled **THE CURSE OF THE PHARAOH** where in the Journal of Duckburg (The Duckburg Times) a paragraph with the news "*MC DUCK SEND MORE GOLD* ... " can be read. This is a clear philological connection to the saga of Scrooge Mc Duck life and time by Don Rosa according to which the rich duck in that period was just abroad to increase his business, while his sisters in Duckburg take care of his wealth.

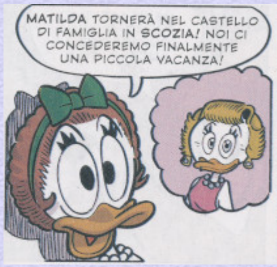
Another clear reference to the Don Rosa's saga is shown by Gervasio in the story **THE EIGHTH WONDER OF THE WORLD** where the two **Scrooge** sisters **Matilda Mc Duck** and **Hortense Mc Duck** with the husband of **Hortense Quackmore Duck** (the latters, according to the Don Rosa saga, parents of **Donald Duck**) are in the DUCK teatre (another obvious tribute to Don Rosa) during the show with the huge gorilla **Gong**.

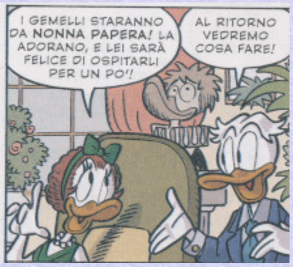

VI MOSTRERÒ L'ESSERE PIÙ COLOSSALE CHE MAI OCCHIO PAPERO ABBIA AMMIRATO!

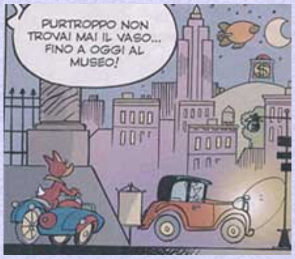

DUCKBURG TIMES
FANTOMIUS RUBA IL DIAMANTE DI VON DIAMOND!
INCREDIBILE FURTO A VILLA VON DIAMOND
ORTENSIA DE' PAPERONI ANNUNCIA LA NASCITA DI DUE GEMELLI

Another important reference to the Don Rosa saga and to the relatives of **Scrooge Mc Duck** is shown on a frame in the story **DOLLY PAPRIKA** where a short article on the Duckburg Times of the 1920 reports the announcement of the birth of the **Hortense McDuck**'s twins. The twins are of course **Donald** and his sister **Della**.

Scrooge's two sisters, **Matilda McDuck** and **Hortense McDuck** with the latter's husband **Quackmore Duck**, appear back in history **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- - FANTOMALLARD STRIKES AGAIN**. **Donald Duck**'s parents who are apparently friends with **Dolly Duck** are preparing to leave Duckburg for a holiday trip, leaving their twins at **Grandma's farm Duck**. In the same sequence it is indicated that **Matilda**, **Scrooge**'s older sister, has returned to the family castle in Scotland.

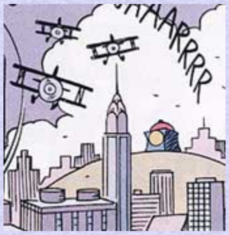

MATILDA TORNERÀ NEL CASTELLO DI FAMIGLIA IN SCOZIA! NOI CI CONCEDEREMO FINALMENTE UNA PICCOLA VACANZA!


I GEMELLI STARANNO DA NONNA PAPERA! LA ADORANO, E LEI SARÀ FELICE DI OSPITARLI PER UN PO'!
AL RITORNO VEDREMO COSA FARE!

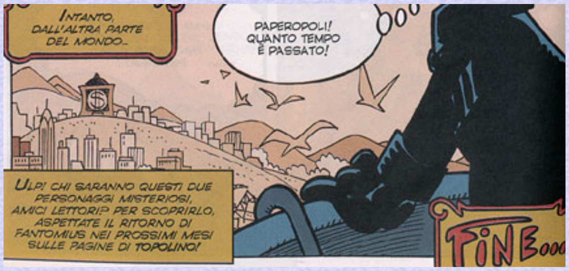

PURTROPPO NON TROVAI MAI IL VASO... FINO A OGGI AL MUSEO!

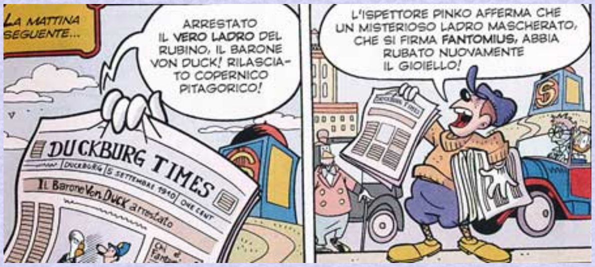
In fact in two vignettes of the story **THE CURSE OF THE PHARAOH** Gevasio also shows an unlikely **Scrooge**'s Money Bin, wrongly represented with its too much modern configuration with the dome which was not still present in the original desing by Barks and Don Rosa. In his saga Gervasio then chooses to follow the version of Don Rosa's universe who wants the Money Bin on the hill already made by **Scrooge** in 1902 shortly after his arrival in Duckburg. While in the Carl Barks stories initially **Scrooge** was collecting his money in a Money building located in the city and only in the early 50s he built the famous Money Bin on the hill of Duckburg where the remains of Fort Duckburg were before located.

The **Scrooge**'s Money Bin is also shown in the background of a frame in the next adventure of the **Fantomallard** saga titled **THE EIGHTH WONDER OF THE WORLD**



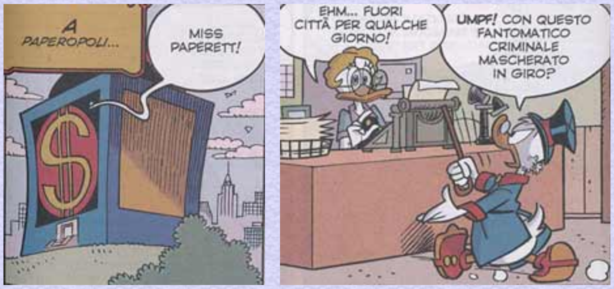
Always a too modern money bin of **Scrooge McDuck** is shown in the last image of the eleventh adventure of the **Fantomallard** titled **THE DOGE'S TRASURE**.
This scene shows us an unexpected and improbable arrival in Duckburg of the owner of the depot who was officially in business around the world in those years.

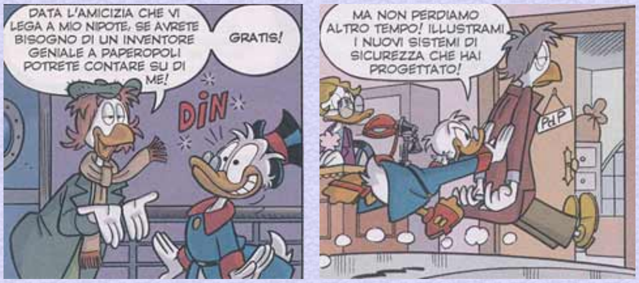

INTANTO, DALL'ALTRA PARTE DEL MONDO...
PAPEROPOLI! QUANTO TEMPO È PASSATO!
ULP! CHI SARANNO QUESTI DUE PERSONAGGI MISTERIOSI, AMICI LETTORI? PER SCOPRIRLO, ASPETTATE IL RITORNO DI FANTOMIUS NEI PROSSIMI MESI SULLE PAGINE DI TOPOLINO!
FINE


LA MATTINA SEGUENTE...
ARRESTATO IL VERO LADRO DEL RUBINO, IL BARONE VON DUCK! RILASCIATO COPERNICO PITAGORICO!
DUCKBURG TIMES
DUCKBURG
5 SETTEMBRE 1910
ONE CENT
IL Barone Von Duck arrestato
L'ISPETTORE PINKO AFFERMA CHE UN MISTERIOSO LADRO MASCHERATO, CHE SI FIRMA FANTOMIUS, ABBIA RUBATO NUOVAMENTE IL GIOIELLO!

Also in the story about the origins of **Fantomallard** titled **THE NOBLE BEHIND THE MASK** placed in the Duckburg of the 1910, Marco Gervasio is showing on some frames a far-fetched **Uncle Scrooge** Money bin.

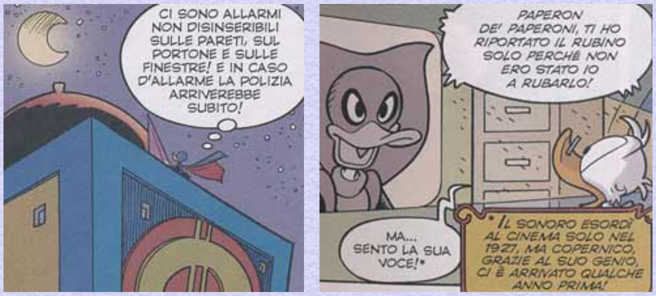
According to a narration as legendary as it is improbable **Uncle Scrooge** worried about the activities of the gentleman thief?! Temporarily and secretly return to Duckburg in the 1922 as shown by Gervasio in the story **FANTOMALLARD OF EGYPT**. Even in this case for editorial choices the money bin has been represented in a too modern variant configuration with the dome typic of the Italian stories, while in that period must be only imagined cube-shaped (Don Rosa) or much better as a simple money-building in town being the money bin in the Duckburg's hill not yet built (Barks).


A PAPEROPOLI...
MISS PAPERETT!
EHM... FUORI CITTÀ PER QUALCHE GIORNO!
UMPF! CON QUESTO FANTOMATICO CRIMINALE MASCHERATO IN GIRO?

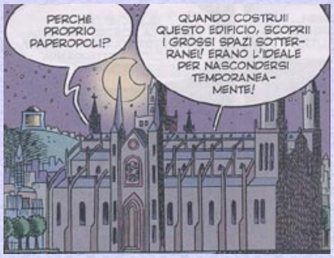

DATA L'AMICIZIA CHE VI LEGA A MIO NIPOTE, SE AVRETE BISOGNO DI UN INVENTORE GENIALE A PAPEROPOLI POTRETE CONTARE SU DI ME!
GRATIS!
DIN
MA NON PERDIAMO ALTRO TEMPO! ILLUSTRAMI I NUOVI SISTEMI DI SICUREZZA CHE HAI PROGETTATO!
PdP

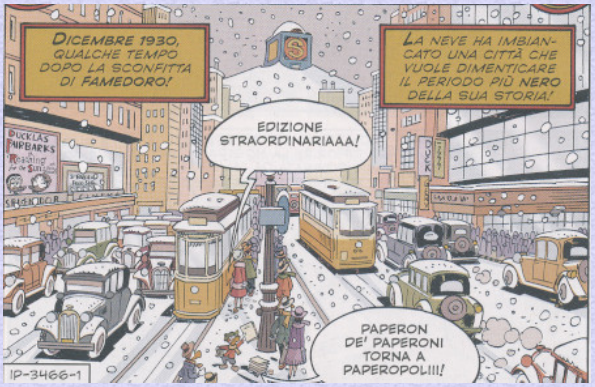
Always in the mythological adventure ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE THIEF AND THE BILIONARE*** **Scrooge** after having meet on board of the Titanic **Cartesio Gearloose** (who tricks the bilionare pretending to be his brother **Copernicus Gearloose** father of **Ratchet** friend of **Scrooge**) convice the bilionare to get a new security system for his money bilding in order to have a better secure against the famous thief **Fantomallard**. In the reality the true intent of the bad **Cartesio** is to steal the precious candy striped rubin.

Based on the legend **Fantomallard** was able to get inside the money building but he did not meet **Scrooge**. Legend has it that the billionaire received a video message from the gentleman thief anyway on which **Fantomallard** promise to **Scrooge** to not steal his money untill he is out of Duckburg, but as soon he will be back **Fantomallard** declare his intent to steal the **Scrooge** matress while he is sleeping on it...this intent will be accomplished by **Duck Avenger** many years later.


CI SONO ALLARMI NON DISINSERIBILI SULLE PARETI, SUL PORTONE E SULLE FINESTRE! E IN CASO D'ALLARME LA POLIZIA ARRIVEREBBE SUBITO!
PAPERON DE' PAPERONI, TI HO RIPORTATO IL RUBINO SOLO PERCHÉ NON ERO STATO IO A RUBARLO!
MA... SENTO LA SUA VOCE!*
*IL SONORO ESORDÌ AL CINEMA SOLO NEL 1927, MA COPERNICO, GRAZIE AL SUO GENIO, CI È ARRIVATO QUALCHE ANNO PRIMA!

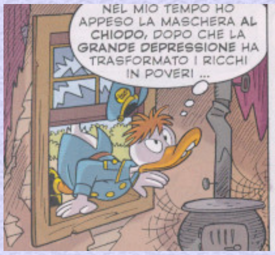
Several views of the too modern **Scrooge**'s Money Bin are also shown in the story **LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO- NOTRE DUCK** (***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- NOTRE DUCK***) dedicated to the famous Notre Duck Cathedral.

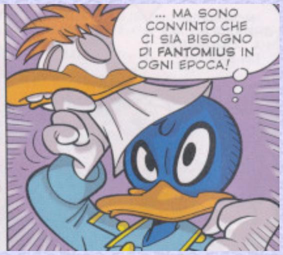

PERCHE PROPRIO PAPEROPOLI?
QUANDO COSTRUII QUESTO EDIFICIO, SCOPRII I GROSSI SPAZI SOTTERRANEI! ERANO L'IDEALE PER NASCONDERSI TEMPORANEAMENTE!

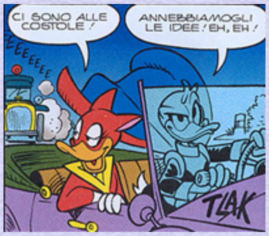

DICEMBRE 1930, QUALCHE TEMPO DOPO LA SCONFITTA DI FAMEDORO!
LA NEVE HA IMBIANCATO UNA CITTÀ CHE VUOLE DIMENTICARE IL PERIODO PIÙ NERO DELLA SUA STORIA!
EDIZIONE STRAORDINARIAAA!
PAPERON DE' PAPERONI TORNA A PAPEROPOLI!!!
IP-3466-1

Another image of the too modern **Scrooge**'s Money Bin it is shows in the story **THE NIGHT OF FANTOMALLARD** palced in the december of 1930 when the rich tycoon actualy is back to Duckburg after a long absence.
Also in this case the Money Bin was represented in a too modern way and should therefore be imagined either as a simple cube (Don Rosa style) or as a simple monetary building located in the city and not yet on the Killmotors hill (Barks style).

In the legendary story **DUCK AVENGER, IT ALL STARTED LIKE THIS Fantomallard** almost at the end of his activity as a thief, then in 1930, uses again the unlikely Cuccù time device to go to the future and make sure that actually **Donald Duck** that takes possession of Villa Rose , find his diary and then become **Duck Avenger**

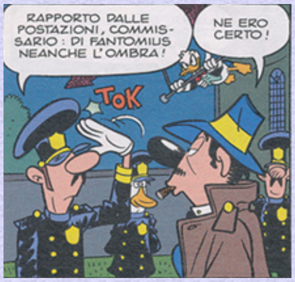

NEL MIO TEMPO HO APPESO LA MASCHERA AL CHIODO, DOPO CHE LA GRANDE DEPRESSIONE HA TRASFORMATO I RICCHI IN POVERI ...

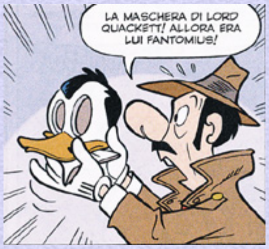

... MA SONO CONVINTO CHE CI SIA BISOGNO DI FANTOMIUS IN OGNI EPOCA!


CI SONO ALLE COSTOLE!
ANNEBBIAMOGLI LE IDEE! EH, EH!
EEEEEEE
TLAK

The real **Fantomallard** and his fiancee are shown for the first time in some *flash back* of the story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA*** published on the italian comic book **TOPOLINO** n° 2675 on March 2007. They have been represented again by Marco Gervasion in the story ***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** published on TOPOLINO n° 2902 on July 2011.

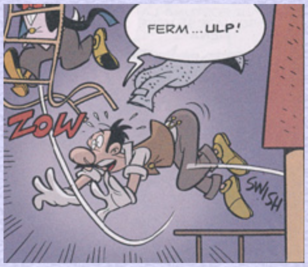
Always in the story ***DUCK AVENGER AND THE MISTERY OF FANTOMALLARD*** for the first time the typic "persecutor cop" of the misterious thiefs is shown. He is the detective **Pinko** who is the Grandfather of the **Pinko** policeman shown in the story ***DUCK AVENGER AND THE RETURN TO VILLA ROSE*** who several years later will tray to arrest **Duck Avenger**. Of course these cops will take reference to the police officer **Ginko** of **Diabolik** and **Juve** enemy of **Fantomas**

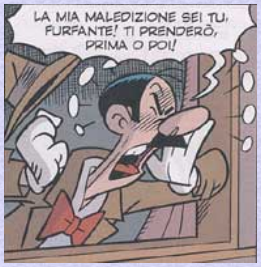

RAPPORTO DALLE POSTAZIONI, COMMISSARIO: DI FANTOMIUS NEANCHE L'OMBRA!
NE ERO CERTO!
TOK

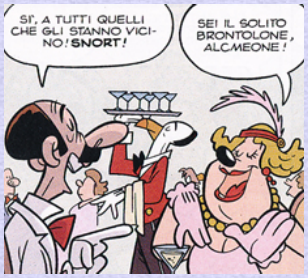

LA MASCHERA DI LORD QUACKETT! ALLORA ERA LUI FANTOMIUS!

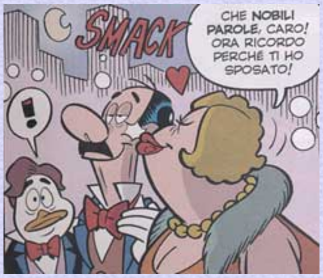
The detective **Pinko** is also shown, always by Gevasio, in ***PAPERINIK E IL PASSATO SENZA FUTURO*** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***) where this nevrotic and chaotic policeman is as usual foolished by **Fantomallard** and in this case also by **Duck Avenger** disguise as **Lord Quackett**.

The detective **Pinko** is present in mostly of the gentleman burglar adventures, and of course during the stories he was never able to definitely arrest his enemy **Fantomallard**.


FERM... ULP!
ZOW
SWISH

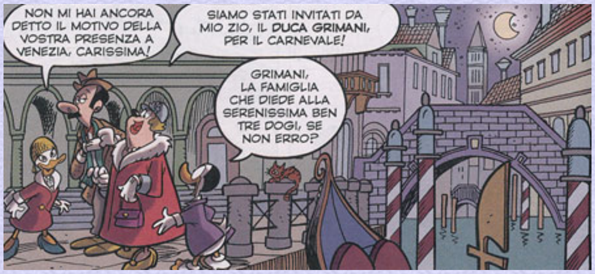

LA MIA MALEDIZIONE SEI TU, FURFANTE! TI PRENDERÒ, PRIMA O POI!

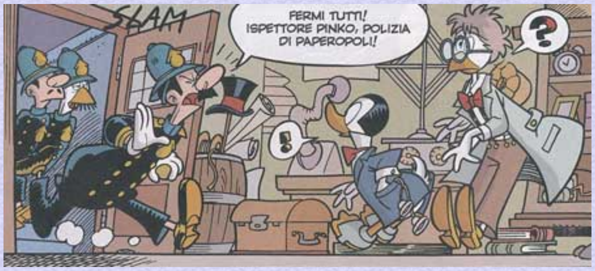

SI', A TUTTI QUELLI CHE GLI STANNO VICINO! SNORT!
SEI IL SOLITO BRONTOLONE, ALCMEONE!


SMACK
CHE NOBILI PAROLE, CARO! ORA RICORDO PERCHÉ TI HO SPOSATO!
!

In the saga dedicated to **Fantomallard** titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- the **Pinko** wife **Adelaide** is also shown. In the same adventures we know that the complete name of the detective is **Alcmeone Pinko**

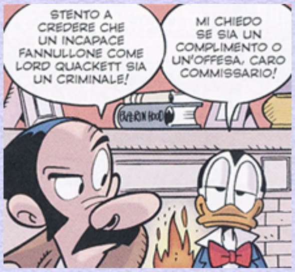
The detective **Pinko** and his wife **Adelaide** are shown again in the eleventh adventure of the **Fantomallard** saga titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** - **GENTLEMAN THIEF**- **THE DOGE'S TREASURE*** where is also indicated that the wife of **Pinko** is related to the rich **Duke Grimani** whose family includes three Venetian Doges.

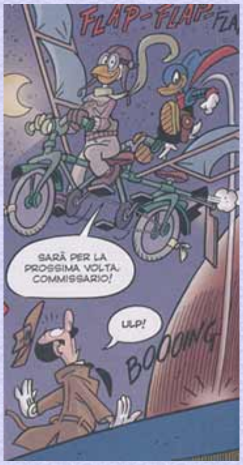

NON MI HAI ANCORA DETTO IL MOTIVO DELLA VOSTRA PRESENZA A VENEZIA, CARISSIMA!
SIAMO STATI INVITATI DA MIO ZIO, IL DUCA GRIMANI, PER IL CARNEVALE!
GRIMANI, LA FAMIGLIA CHE DIEDE ALLA SERENISSIMA BEN TRE DOGI, SE NON ERRO?


SLAM
FERMI TUTTI! ISPETTORE PINKO, POLIZIA DI PAPEROPOLI!
?

In the twelfth story of the series dedicated to the gentleman thief ***THE NOBLE BEHIND THE MASK*** we are shown **Alcmeone Pinko** is shows in the Duckburg of the 1910 when it was still was active in uniform with the rank of sergent.

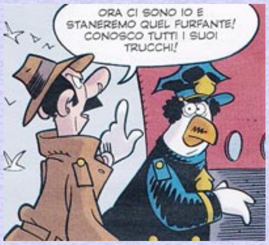
In the fourteenth episode of the saga dedicated to the gentleman thief ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** - **GENTLEMAN THIEF**- **THE TREASURE OF FRANCIS DRAKE*** **Alcmeone Pinko** is also visiting Villa Rose to investigate about a kidnapping and the mysterious theft of precious stones belonging to a dress. Even in this situation the detective is far from suspecting the true identity of his friend **Lord Quackett**.

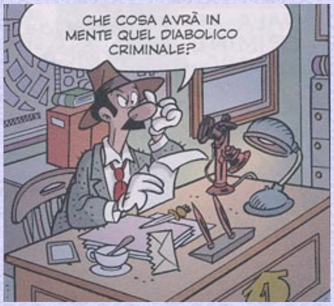

STENTO A CREDERE CHE UN INCAPACE FANNULLONE COME LORD QUACKETT SIA UN CRIMINALE!
MI CHIEDO SE SIA UN COMPLIMENTO O UN'OFFESA, CARO COMMISSARIO!


FLAP-FLAP
FLA
SARÀ PER LA PROSSIMA VOLTA, COMMISSARIO!
ULP!
BOOOING

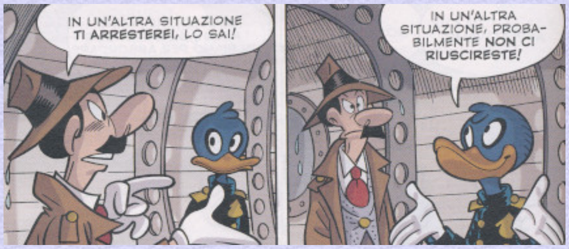
In the legendary episode of the saga dedicated to the gentleman thief ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** - **GENTLEMAN THIEF**- **THE THE THIEF AND THE BILIONARE*** **Alcmeone Pinko** was almost able to capture **Fantomallard** on the top of an unlikely **Scrooge McDuck**'s money bin. But at the last second the thief was rescued by his friend **Copernicus Gearloose**.

Alcmeone Pinko is shown again in the nineteenth adventures of the **Fantomallard** saga titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- **WITHOUT MASK***. In this story he has been tricked again by the gentleman thief in Ocalulu located in the Sandwich island.


ORA CI SONO IO E STANEREMO QUEL FURFANTE! CONOSCO TUTTI I SUOI TRUCCHI!

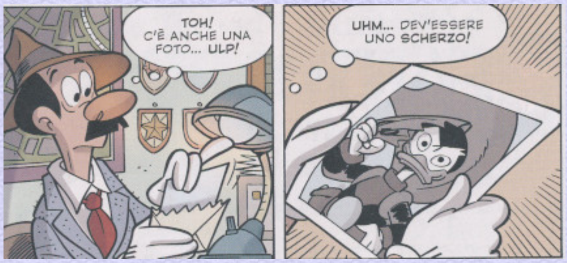

CHE COSA AVRÀ IN MENTE QUEL DIABOLICO CRIMINALE?

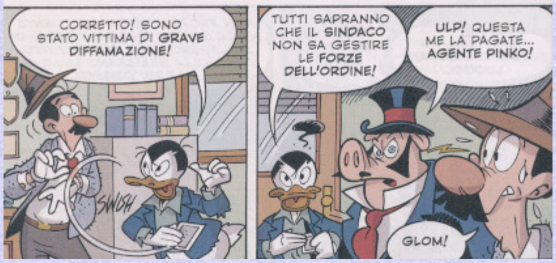
Alcmeone Pinko is also present in another legendary episode of the gentleman thief saga titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- **THE CHALLENGE OF FANTOMALLARD*** where, togerther others famous detectives, he is also invited by **Fantomallard** to the wax museum of Duckburg for a investigative challenge.


IN UN'ALTRA SITUAZIONE TI ARRESTEREI, LO SAI!
IN UN'ALTRA SITUAZIONE, PROBABILMENTE NON CI RIUSCIRESTE!

Pinko appears again in the third and fourth episode of the mythological story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** where to defeat **Flintheart Glomgold**, that urban legend has it that he even seized power in Duckburg in 1929-1930, temporarily allies himself with **Fantomallard** and his accomplices.

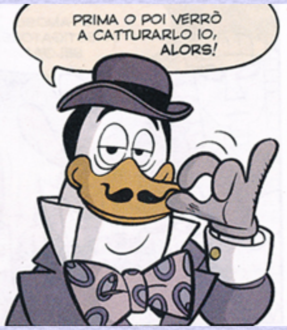
In the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF FANTOMALLARD Flintheart Glomgold** provides **Pinko** (meanwhile downgraded because of his inability to catch the gentleman thief) proof of **Fantomallrd**'s secret identity. Such evidence was given to him by **Lady Mustard** in exchange for the famous mask of **Genghis Ghat**.

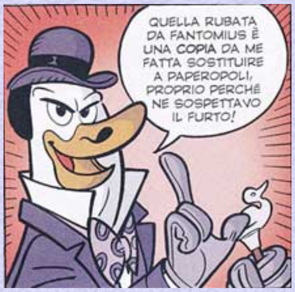

TOH! C'È ANCHE UNA FOTO... ULP!
UHM... DEV'ESSERE UNO SCHERZO!


CORRETTO! SONO STATO VITTIMA DI GRAVE DIFFAMAZIONE!
SWISH
TUTTI SAPRANNO CHE IL SINDACO NON SA GESTIRE LE FORZE DELL'ORDINE!
ULP! QUESTA ME LA PAGATE... AGENTE PINKO!
GLOM!

In the next adventure ***THE DAWN OF FANTOMALLARD* Lord Quackett** manages (a bit improbably) to convince the authorities of his innocence and **Pinko** will be forced for a short time as a punishment to direct the traffic. After **Fantomallard** makes him "recover" the painting of Sleeping Beauty, the unfortunate policeman is reinterpreted in the role of detective.

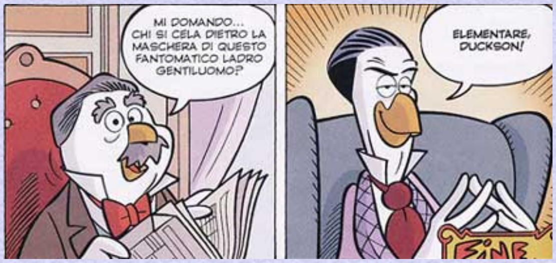
In the fourth part of the **Fantomallard** saga, titled ***BRUTFAGOR*** which takes place in Paris the belgian investigator **Hercule Paperot** is shown for the first time. This character is based on the famous investigator **Hercule Poirot** created by the writer Agatha Christie. This smart detective after having arrester (thanks also to **Fantomallard** and **Dolly Paprika** help) the misterious "Phantom" of the Louvre **Brutfagor** decides to move in Duckburg and try to catch the famous gentleman burglar **Fantomallard**.


PRIMA O POI VERRÒ A CATTURARLO IO, ALORS!

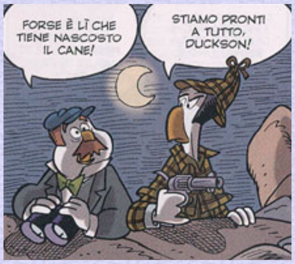

QUELLA RUBATA DA FANTOMIUS È UNA COPIA DA ME FATTA SOSTITUIRE A PAPEROPOLI, PROPRIO PERCHÉ NE SOSPETTAVO IL FURTO!

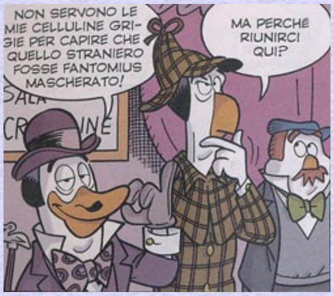
The Belgian detective **Hercule Paperot** returns in the eighth story (set in the Dark Peak of the Shady Mountains) of the **Fantomallard** saga title **FANTOMALLARD ON THE SNOW**. Also this time despite his great skills **Paperot** is tricked by the smart Duckburgians thieves.

At the end of this adventure makes its appearance another potential and formidable opponent of **Fantomallard** the famous English detective **Ducklock Holmes** with his friend **Dr.Duckson**. Certainly, the skilled Marco Gervasio introduces the two investigators as a prelude to their involvement in one of the next adventures of the gentleman thief.

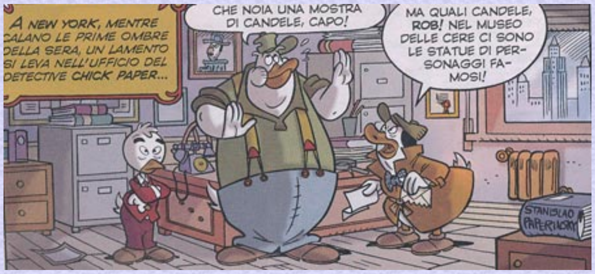

MI DOMANDO... CHI SI CELA DIETRO LA MASCHERA DI QUESTO FANTOMATICO LADRO GENTILUOMO?
ELEMENTARE, DUCKSON!
FINE

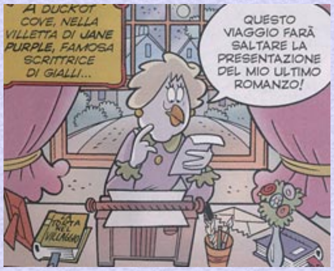
Paper Holmes and his friends Dr. **Duckson** are in fact back again in the tenth adventure dedicated to **Fantomallard** titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BOOTY OF THE BARKSERVILLE***.
In this adventure the smart private detective from London is almost able to arrest the two thiefs and at the end of the story using the simple logic deduction that "after you have eliminated the impossible, whatever remains, however improbable, must be the truth" he guess, even without having the evidence, the true identity of **Fantomallard**.


FORSE È LÌ CHE TIENE NASCOSTO IL CANE!
STIAMO PRONTI A TUTTO, DUCKSON!

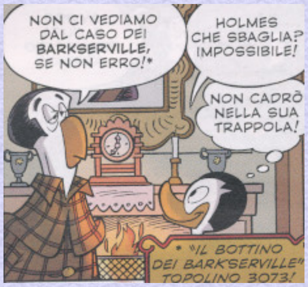

NON SERVONO LE MIE CELLULINE GRIGIE PER CAPIRE CHE QUELLO STRANIERO FOSSE FANTOMIUS MASCHERATO!
MA PERCHÈ RIUNIRCI QUI?

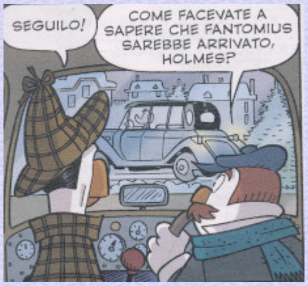
The detective **Paper Holmes** and **Hercule Paperot** are shown again in the legendary episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE CHALLENGE OF FANTOMALLARD***. In this story the two British detectives are a bit improbably invited by **Fantomallard** in the wax museum of Duckburg for an investigative challenge.


A NEW YORK, MENTRE CALANO LE PRIME OMBRE DELLA SERA, UN LAMENTO SI LEVA NELL'UFFICIO DEL DETECTIVE CHICK PAPER...
CHE NOIA UNA MOSTRA DI CANDELE, CAPO!
MA QUALI CANDELE, ROB! NEL MUSEO DELLE CERE CI SONO LE STATUE DI PERSONAGGI FAMOSI!
STANISLAO PAPERIVSKY


A DUCKOT COVE, NELLA VILLETTA DI JANE PURPLE, FAMOSA SCRITTRICE DI GIALLI...
QUESTO VIAGGIO FARÀ SALTARE LA PRESENTAZIONE DEL MIO ULTIMO ROMANZO!
LA TORTA NEL VILLAGGIO

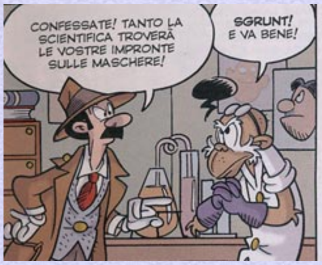
In the same adventure Gervasio shows for the firts time **Chick Paper** a smart detective from New York and his assistants **Rob** and **Bob** and also the writer of criminal novels **Jane Purple**. Also these characters are invited by **Fantomallard** in the wax museum for the incredible and legendary challenge.

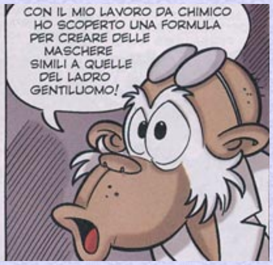

NON CI VEDIAMO DAL CASO DEI BARKSERVILLE, SE NON ERRO!*
HOLMES CHE SBAGLIA? IMPOSSIBILE!
NON CADRÒ NELLA SUA TRAPPOLA!
* "IL BOTTINO DEI BARK'SERVILLE" TOPOLINO 3073!

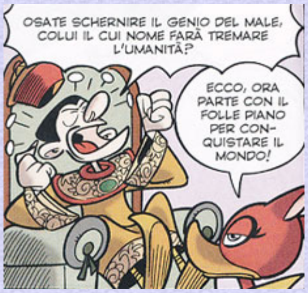

SEGUILO!
COME FACEVATE A SAPERE CHE FANTOMIUS SAREBBE ARRIVATO, HOLMES?

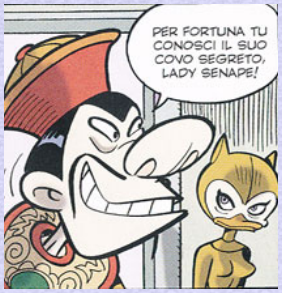
The detective **Paper Holmes** and his assistant **Dott Duckson** are also show in the 25th episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- FANTOMALLARD BACK HOME***. In this adventure placed in London during the Christams of the 1925 the detective is hired by **Andrew Quackett** father of **John** to investigate a mysterious theft in his home.
In this adventure it is clear that the skilled London investigator has sensed that **Lord Quackett** is actually **Fantomallard**.

Also in the twentieth episode of the saga there is an interesting reference to an old character of Gottfredson, the mad scientist Prof. **Ecks** who in 1924 was the director of the museum of wax of Duckburg. At the end of the story the scientist already demonstrates his criminal nature as in the underground laboratory of the museum he produces latex masks to sell to criminals who try to escape the law.
The same character along with two other crazy scientists (Prof. **Doblex** and **Triplex**) in 1932 will be protagonists of the frightening adventure of **Mickey Mouse** and **Horace** ***MICKEY MOUSE IN BLAGGARD CASTLE***.


CONFESSATE! TANTO LA SCIENTIFICA TROVERÀ LE VOSTRE IMPRONTE SULLE MASCHERE!
SGRUNT! E VA BENE!

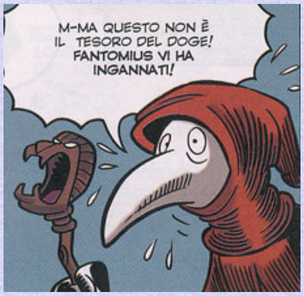

CON IL MIO LAVORO DA CHIMICO HO SCOPERTO UNA FORMULA PER CREARE DELLE MASCHERE SIMILI A QUELLE DEL LADRO GENTILUOMO!

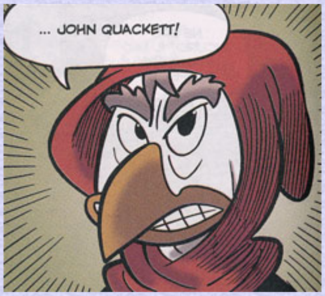

OSATE SCHERNIRE IL GENIO DEL MALE, COLUI IL CUI NOME FARÀ TREMARE L'UMANITÀ?
ECCO, ORA PARTE CON IL FOLLE PIANO PER CONQUISTARE IL MONDO!

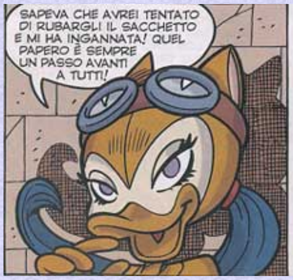

PER FORTUNA TU CONOSCI IL SUO COVO SEGRETO, LADY SENAPE!

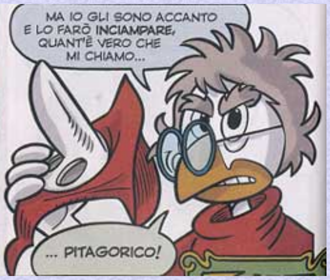
In the ninth story of the saga dedicated to the gentleman thief titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF -THE MASK OF FU MAN ETCHù***,appears for the first time another formidable opponent of **Fantomallard**, the Chinese maniacal criminal **Dr.Fu Man Etchù**. One of the insane intent of this shady character, perpetually cooled, is to subjugate pharmacists around the world in order that they would not provide any more the anti allergic medicine and thus many other people like him will suffer from colds.
The **Dr. Fu Man Etch** has at his service **Jen Yu** better known as **Lady Mustard**, a pretty Chinese girl former girl-friend and accomplice of **Fantomallard** several years before he met **Dolly Duck**.

In the eleventh episode of the saga dedicated to **Fantomallard** titled **THE DOGE'S TREASURE** Marco Gervasio introduces another formidable opponent of the gentleman thief, the mysterious and dangerous **Supreme Guardian** head of a secret society known as the **Guardians of Venice** whose purpose in this first appearance is to get hold of the seven gold symbols of the Doges' power: the horn, the mantle, the sword, the throne, the parasol, eight banners and eight trumpets.
this character is made even more misterious by the fact that it seems know the secret identity of **Fantomallard** and that he looks so similat in aspect to **Copernicus Gearloose**!? friend and accomplice of **Lord Quackett**.


M-MA QUESTO NON È IL TESORO DEL DOGE! FANTOMIUS VI HA INGANNATI!

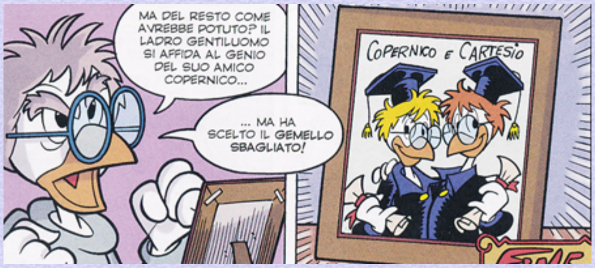

... JOHN QUACKETT!

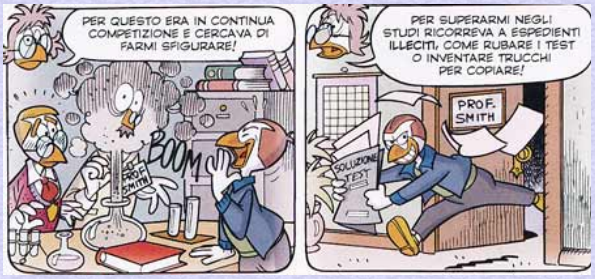

SAPEVA CHE AVREI TENTATO DI RUBARGLI IL SACCHETTO E MI HA INGANNATA! QUEL PAPERO È SEMPRE UN PASSO AVANTI A TUTTI!


MA IO GLI SONO ACCANTO E LO FARÒ INCIAMPARE, QUANT'È VERO CHE MI CHIAMO...
... PITAGORICO!

The frightening and mysterious **Supreme Guardian** reappears in a secret laboratory in the thirteenth episode of the saga dedicated to **Fantomallard THE CAGLIOSTRO'S RINGS**. In this story the criminal is allied with **Lady Mustard** and he also decalre that his family name is **Gearloose**!?

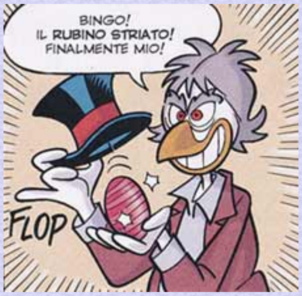
The true identity of the **Supreme Guardian** is shown in the fourteenth episode of the **Fantomallard** saga titled **THE TRASURE OF FRANCIS DRAKE**. The misterious criminal is in fact **Cartesius Gearloose** twin of **Copernicus**. In this episode is also show that **Cartesius** has his secret laboratory in the hideout of the Three Tower Castle and thus he was probably friend or student/assistant of **Spokius Spektrus** who also was a extravagant inventor.

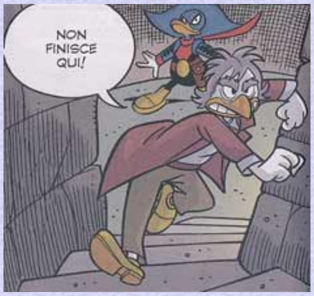

MA DEL RESTO COME AVREBBE POTUTO? IL LADRO GENTILUOMO SI AFFIDA AL GENIO DEL SUO AMICO COPERNICO...
... MA HA SCELTO IL GEMELLO SBAGLIATO!
COPERNICO E CARTESIO


PER QUESTO ERA IN CONTINUA COMPETIZIONE E CERCAVA DI FARMI SFIGURARE!
BOOM
PROF SMITH
PER SUPERARMI NEGLI STUDI RICORREVA A ESPEDIENTI ILLECITI, COME RUBARE I TEST O INVENTARE TRUCCHI PER COPIARE!
PROF. SMITH
SOLUZIONE TEST

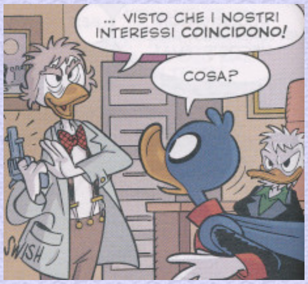
In the legendary episode of the **Fantomallard** saga titled **THE THIEF AND THE BILIONARE**, **Copernicus Geraloose** remaind how during the first year of College due to the bad behaviour of his twin brother **Cartesius**, he was expelled in the 1869 from the California University of Berkeley.

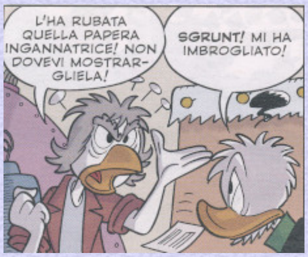
Always in this legendary adventure **Cartesius** is able to steal from **Scrooge** the precious candy striped rubin. After this robbery he excape to his secret laboratory insidethe Three Tower Castle.
Fantomallard and **Copernicus** are able to recover the rubin but the bad **Cartesius** excape one more time.

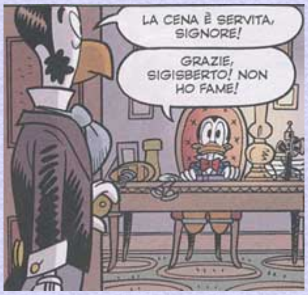

BINGO! IL RUBINO STRIATO! FINALMENTE MIO!
FLOP


NON FINISCE QUI!

Cartesio appears again in episode 24th of the saga on **Fantomallard** entitled **ON THE TRACKS OF COPERNICUS**. In this adventure the manic inventor in complicity with **Flintheart Glomgold** deceive in an island of Costa Rica **Ratchet Gearloose** son of **Copernicus** to produce pills for them to make sea water drinkable so that they can produce it in mass and sell it all over the world.

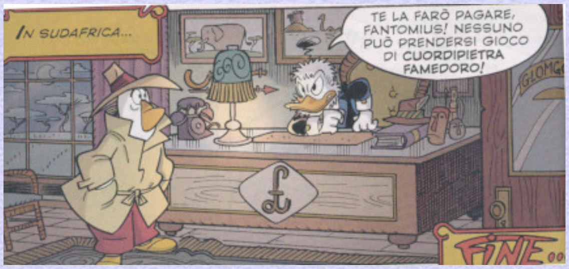

... VISTO CHE I NOSTRI INTERESSI COINCIDONO!
COSA?
SWISH

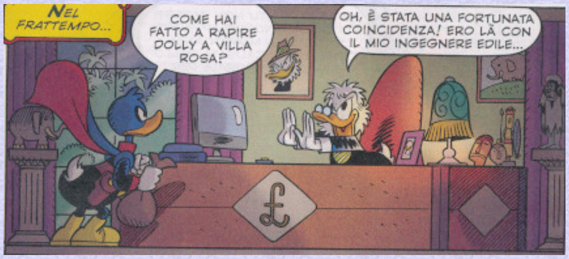

L'HA RUBATA QUELLA PAPERA INGANNATRICE! NON DOVEVI MOSTRARGLIELA!
SGRUNT! MI HA IMBROGLIATO!


LA CENA È SERVITA, SIGNORE!
GRAZIE, SIGISBERTO! NON HO FAME!

In the twelfth episode of the series dedicated to the gentleman thief titled **THE NOBLE BEHIND THE MASK** Marco Gervasio shows us **Sigisbert** who is the butler of **Lord Quackett** at Villa Rose in 1910. Veru likely this Butler was dismissed with the arrival of **Copernicus** and then **Jen Yu** alias **Lady Mustard** at Villa Rose.

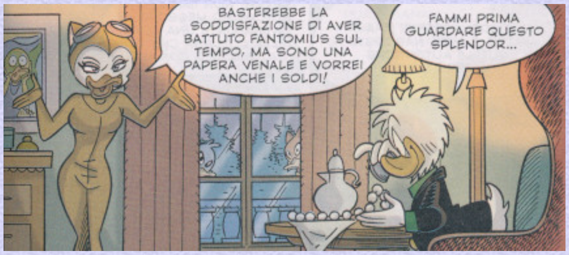
In the story ***THE AMAZING VENTURES OF FANTOMALLARD-GENTLEMAN THIEF- THE NIGHT OF THE GEMES*** the author introduces a new terrible enemy of **Fantomallard** the South African tycoon **Flintheart Glomgold** the criminal adversary of **Scrooge Mc Duck**.

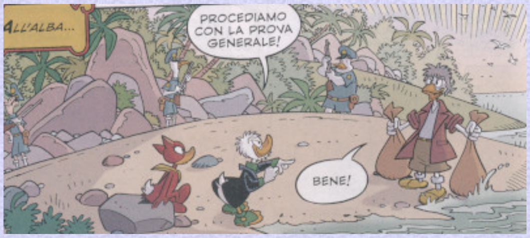

IN SUDAFRICA...
TE LA FARÒ PAGARE, FANTOMIUS! NESSUNO PUÒ PRENDERSI GIOCO DI CUORDIPIETRA FAMEDORO!
GLOMG
£
FINE


NEL FRATTEMPO...
COME HAI FATTO A RAPIRE DOLLY A VILLA ROSA?
OH, È STATA UNA FORTUNATA COINCIDENZA! ERO LÀ CON IL MIO INGEGNERE EDILE...
£

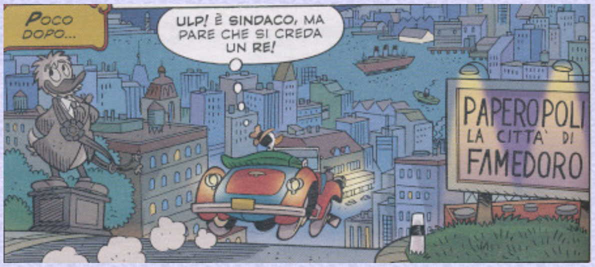
Flintheart Glomgold is in fact back in the next history with a legendary flavor and improbable time travel in the current days ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- THE TWO AVENGERS*** where he abducts **Dolly Paprika**, when she involontary goes into the future, and he blackmailed **Fantomallard** asking him to make a robbery against **Scrooge Mc Duck**.

Both **Flintheart Glomgold** and **Lady Mustard** are back again in the adventure ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE SEVENTH ART***. In this story the two villains together try to stoll a preciuos necklace belong to the famous movie star **Gloria Squackson**, but they are tricked by **Fantomallard**.

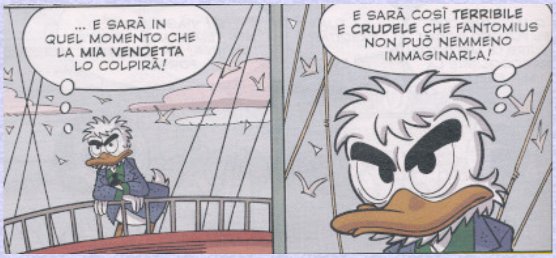

BASTEREBBE LA SODDISFAZIONE DI AVER BATTUTO FANTOMIUS SUL TEMPO, MA SONO UNA PAPERA VENALE E VORREI ANCHE I SOLDI!
FAMMI PRIMA GUARDARE QUESTO SPLENDOR...


ALL'ALBA...
PROCEDIAMO CON LA PROVA GENERALE!
BENE!

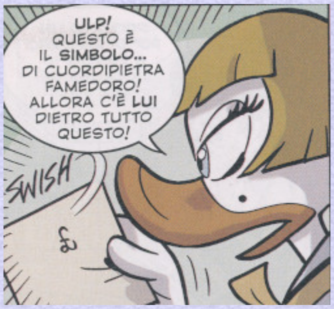
Flintheart Glomgold returns again this time allied with **Cartesio** history **ON THE TRACKS OF COPERNICUS** where the dangerous tycoon and the maniacal inventor attract by deception in an island of Costa Rica **Ratchet Gearloose** son of **Copernicus** to produce for them pills that can make sea water drinkable so that they can be produced in bulk and sold worldwide, not caring for the serious alteration that this invention would cause to the marine ecosystem if used on a large scale.


POCO DOPO...
ULP! È SINDACO, MA PARE CHE SI CREDA UN RE!
PAPEROPOLI
LA CITTA' DI
FAMEDORO

According to an urban legend **Flintheart Glomgold** is shown acting in Duckburg in the third and fourth episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- THE BEGINNING AND THE END** where legend has it that in 1929-1930 taking advantage of the great economic crisis, the absence of **Scrooge Mc Duck**, he improbably succeeds by deception to take power in the city and then govern it in a despotic manner by inventing taxes and absurd rules to get rich to the detriment of already impoverished citizens.

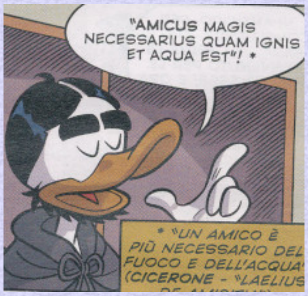

... E SARÀ IN QUEL MOMENTO CHE LA MIA VENDETTA LO COLPIRÀ!
E SARÀ COSÌ TERRIBILE E CRUDELE CHE FANTOMIUS NON PUÒ NEMMENO IMMAGINARLA!

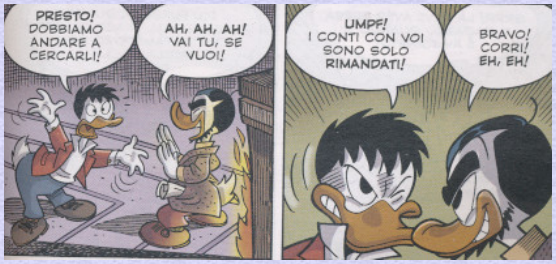
At the end of this mythological and improbably adventure **Fantomallard** manages to steal and return the money looted by **Flintheart Glomgold** to the Duckburg citizens, forcing him to leave the city and return to South Africa.


ULP! QUESTO È IL SIMBOLO... DI CUORDIPIETRA FAMEDORO! ALLORA C'È LUI DIETRO TUTTO QUESTO!
SWISH

At the end of the story **THE DAWN OF FANTOMALLARD** **Flintheart Glomgold** tries to take revenge on **Fantomallard** by sending, with the complicity of **Lady Mustard**, to the Duckburg police a photo that reveals the true identity of the gentleman thief.

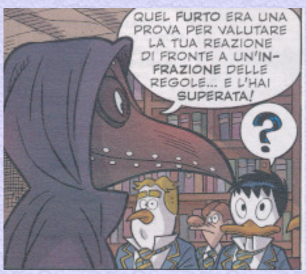
An unlikely younger **Flintheart Glomgold** with colored and greasy hairs is shown in the saga **DUCKBRIDGE**, where he improbably pretends to be a professor of latin just to fing a treasure belong to an ancestor of one of the students of **Barkserville** family.

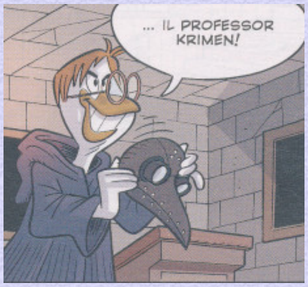

"AMICUS MAGIS NECESSARIUS QUAM IGNIS ET AQUA EST"! *
* "UN AMICO È PIÙ NECESSARIO DEL FUOCO E DELL'ACQUA (CICERONE - "LAELIUS


PRESTO! DOBBIAMO ANDARE A CERCARLI!
AH, AH, AH! VAI TU, SE VUOI!
UMPF! I CONTI CON VOI SONO SOLO RIMANDATI!
BRAVO! CORRI! EH, EH!

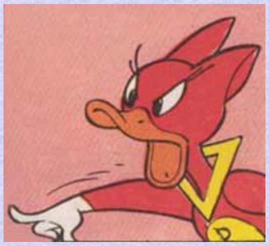
In this legendary adventure the true intentions of **Flintheart Glomgold** are discovered by the young **John Quackett** who forces him to resign and prevents him from getting to the treasure by destroying the map found by **Glomgold**> in a book from the Paperbridge library.

In the mini saga **PAPERBRIDGE** (**DUCKBRIDGE**) placed during the first years of the 1900, during the period in which the young **Lord Quackett** (**Quacky** for the class mates) attends the British College of Duckbridge. In this serie Marco Gervasio shows us the first experiences as thief of the future **Fantomallard**. In this College the young **Quackett** is accepted in the brotherhood named the "Maskeds" in which the master (who is often wearing the The sinister "mask of the plague") has a double life as Latin professor in the College during the day and the teacher of a secret school of the crime during the night.
This professor call himself with the nickname of "Krimen" and he is the same character named by Guido Martina in the story ***PAPERINIK E LA SCUOLA DEL KRIMEN*** (***DUCK AVENGER AND THE SCHOOL OF KRIMEN***) where many years later the last students of the school of the Krimen, which meanwhile it has been moved to USA, after the professor death in the Duckburg jail, they will be involved in some situation against **Duck Avenger**.

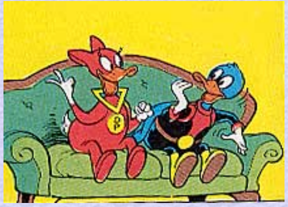

QUEL FURTO ERA UNA PROVA PER VALUTARE LA TUA REAZIONE DI FRONTE A UN'INFRAZIONE DELLE REGOLE... E L'HAI SUPERATA!
?


... IL PROFESSOR KRIMEN!

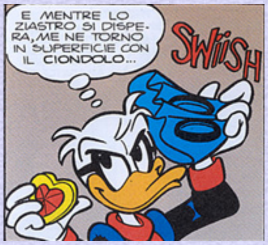
As any famous bandit or masked avenger who had a helper or a female partner (**Diabolik-Eva Kant, Zorro-Bernardo, Fantomas-Lady Beltham, Arsene Lupin-Grognard** and **Natasha** ecc...) also **Fantomallard** realized his undertakings together with his fianceé **Dolly Paprika**.

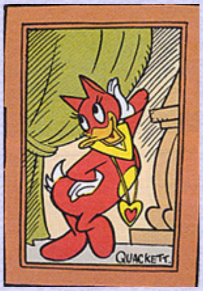


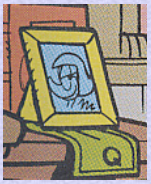
In the first adventures little was known about the true identity of this character, in these stories she was in fact impersonated by **Daisy**, who was wearing the strange red costume with bat or fox style long ears, for a masquerade party. As above mentioned the real **Dolly Paprika** is shown for the first time in some images of the story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***



In this story Marco Gervasio shows also the worty pendant of **Dolly Paprika** which is the secret key for a room, located in the Villa Rose hideout, where **Fantomallard** keeps his treasure. The entrance of this secret room is hide by a big portrait of **Dolly Paprika**. Because of the signature this portrait has been painted by **Fantomallard** himself.

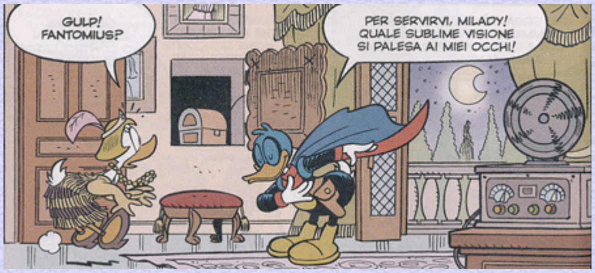

E MENTRE LO ZIASTRO SI DISPERA, ME NE TORNO IN SUPERFICIE CON IL CIONDOLO...
SWIISH

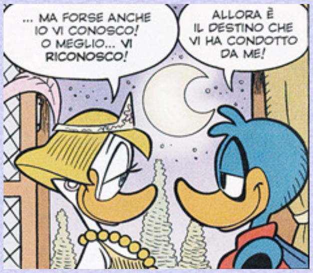




Always in the story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***, a small picture in a room of Villa Rose more likely attested the real aspect of the misterious **Fantomallard** fiancee; a pretty girl with fair hair comb in the style used during the 20s.

The real look of the **Fantomallard** accomplice is finaly revealed by Gervasio in his important story ***PAPERINIK E IL PASSATO SENZA FUTURO*** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***) where in the 1920 there is the second decisive encounter between **Fantomallard** and his future fiance.
In this story it is also said the true name of **Dolly Paprika** which is **Dolly Duck**.

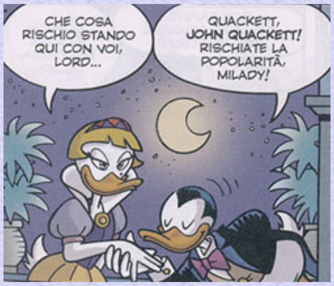

GULP! FANTOMIUS?
PER SERVIRVI, MILADY! QUALE SUBLIME VISIONE SI PALESA AI MIEI OCCHI!

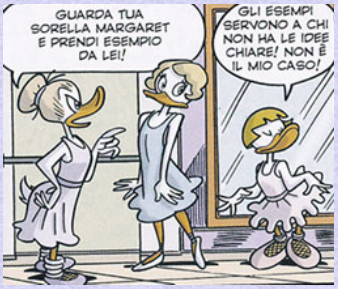

... MA FORSE ANCHE IO VI CONOSCO! O MEGLIO... VI RICONOSCO!
ALLORA È IL DESTINO CHE VI HA CONDOTTO DA ME!

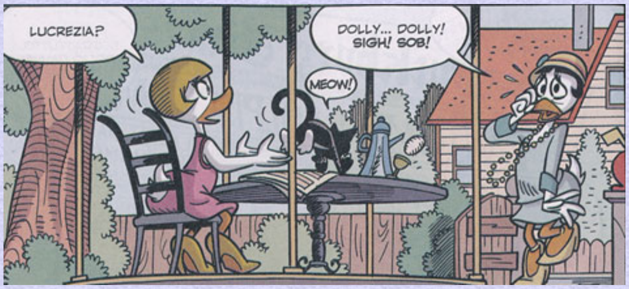
TOPOLINO
n.2933
€2,30
FUMETTO PAPERINIK E IL PASSATO SENZA FUTURO!

This beautiful story was published on the Italian Disney comic **TOPOLINO n. 2933**. The cover of this comic was also drawn by the awesome artist Marco Gervasio and dedicated to **Dolly Paprika** and **Duck Avenger**.

In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- DOLLY PAPRIKA*** the first fleeting encounter between **Lord Quackett** and **Dolly Duck** is shown. It appened in the 1913 during a boring costume party.

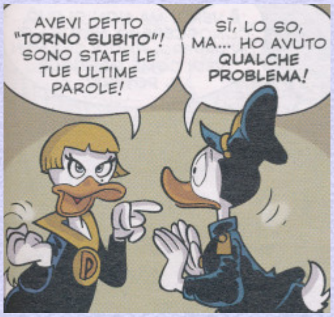

CHE COSA RISCHIO STANDO QUI CON VOI, LORD...
QUACKETT, JOHN QUACKETT! RISCHIATE LA POPOLARITÀ, MILADY!

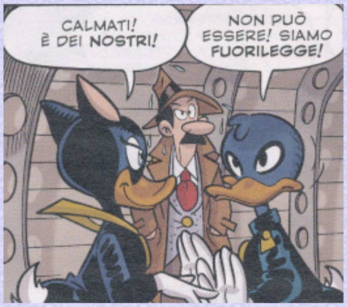

GUARDA TUA SORELLA MARGARET E PRENDI ESEMPIO DA LEI!
GLI ESEMPI SERVONO A CHI NON HA LE IDEE CHIARE! NON È IL MIO CASO!

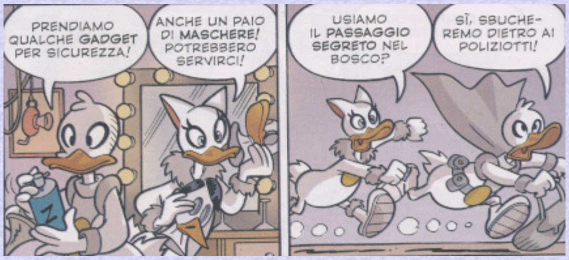

LUCREZIA?
DOLLY... DOLLY! SIGH! SOB!
MEOW!

Always in the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- DOLLY PAPRIKA*** the mother and **Margaret**, the sister of Dolly Duck, are shown in their dancing school. In the same adventure is also shown **Lucrezia** the eccentric friend of **Dolly**.

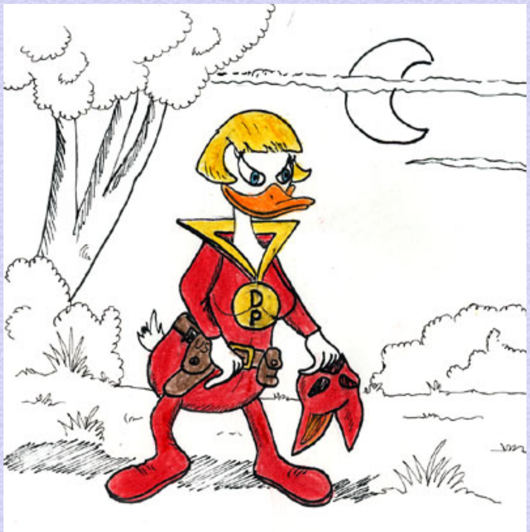
In the third and fourth episode of the legendary story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END Dolly Paprika** uses a new captivating costume completely black, so much so that it is defined **Dark Paprika**.

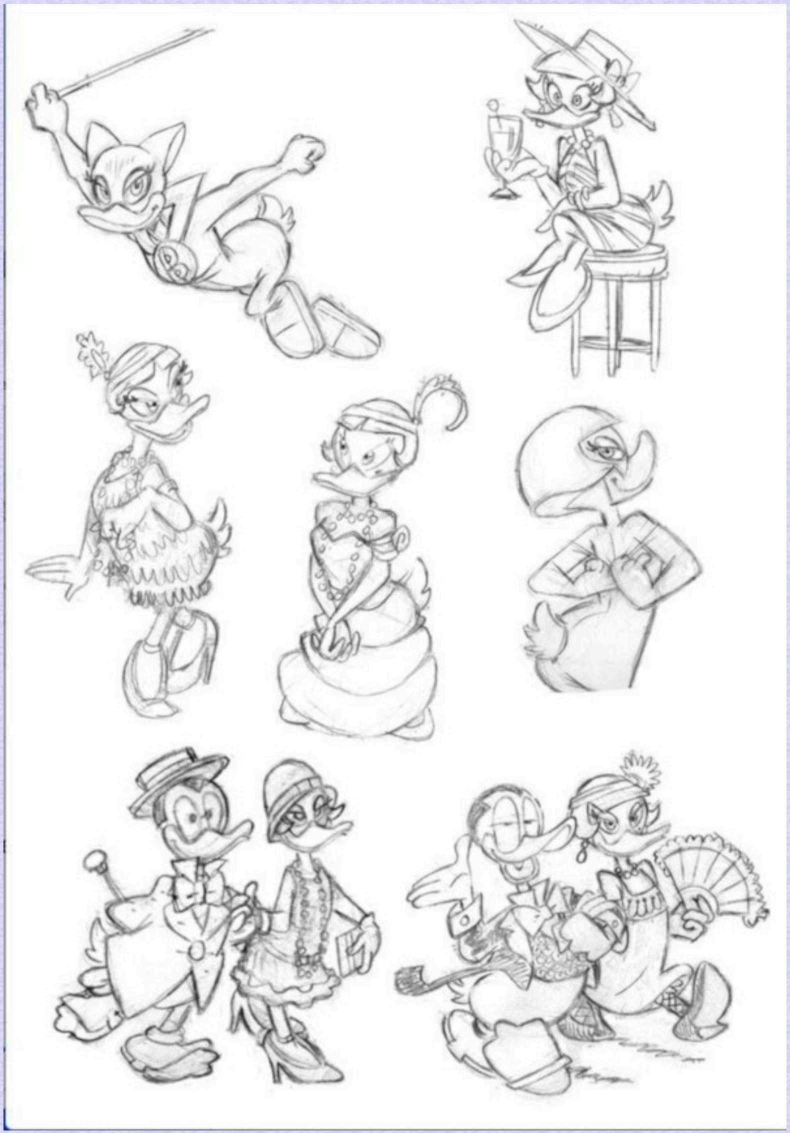

AVEVI DETTO "TORNO SUBITO"! SONO STATE LE TUE ULTIME PAROLE!
SÌ, LO SO, MA... HO AVUTO QUALCHE PROBLEMA!
D


CALMATI! È DEI NOSTRI!
NON PUÒ ESSERE! SIAMO FUORILEGGE!

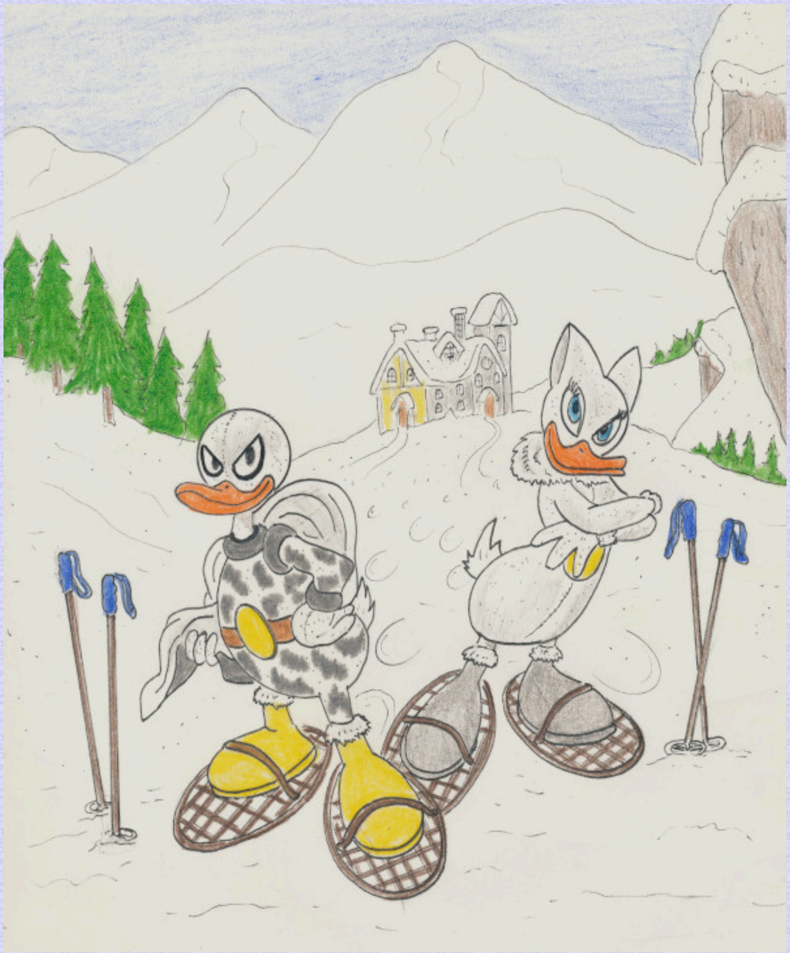

PRENDIAMO QUALCHE GADGET PER SICUREZZA!
ANCHE UN PAIO DI MASCHERE! POTREBBERO SERVIRCI!
USIAMO IL PASSAGGIO SEGRETO NEL BOSCO?
SÌ, SBUCHEREMO DIETRO AI POLIZIOTTI!

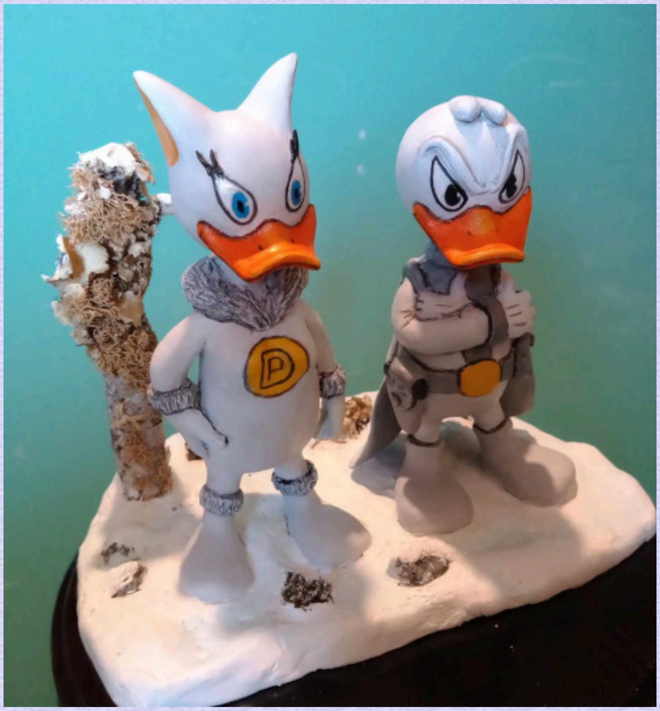
In the second episode of the story **THE NIGHT OF FANTOMALLRD** the gentleman thief and his partner wear white winter costumes in order to better blend in in the snowy environment during their emergency escape from Villa Lalla.





DOLLY PAPRIKA
Drawing by Marco Gervasio.

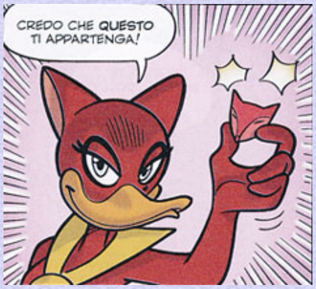


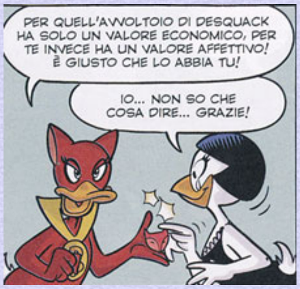


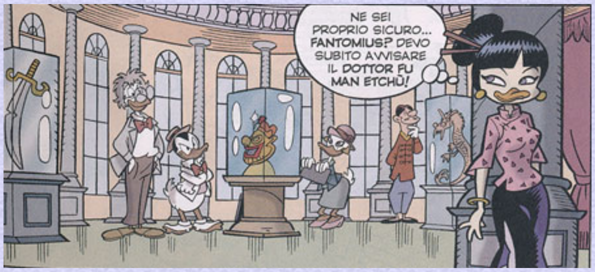
FANTOMALLARD AND DOLLY PAPRIKA WITH SNOW ENVIRONMENT COSTUME

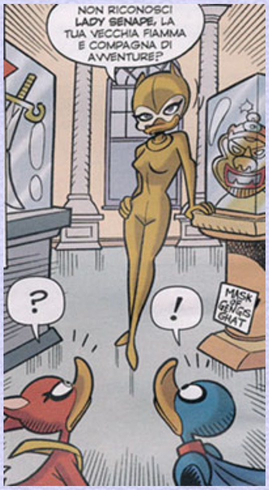
For the mission in snow environment it is logically to guess that **Fantomallard** and **Dolly Paprika** worn some special outfit more suitable during the snow winter period.

In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- DOLLY PAPRIKA*** also the origin of **Dolly Paprika**'s red fox costume is shown. It is inspired by the Red Fox jewel belonged to her friend **Lucrezia** and whose recovery at the home of a rich moneylender creditor was the first theft performed by **Dolly Duck** in the role of **Dolly Paprika**.


CREDO CHE QUESTO TI APPARTENGA!

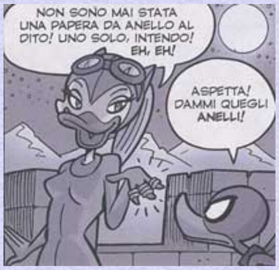

PER QUELL'AVVOLTOIO DI DESQUACK HA SOLO UN VALORE ECONOMICO, PER TE INVECE HA UN VALORE AFFETTIVO! È GIUSTO CHE LO ABBIA TU!
IO... NON SO CHE COSA DIRE... GRAZIE!

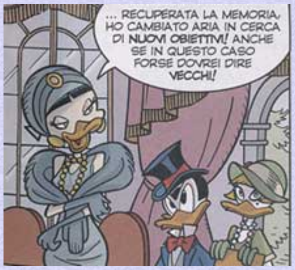

NE SEI PROPRIO SICURO... FANTOMIUS? DEVO SUBITO AVVISARE IL DOTTOR FU MAN ETCHÙ!

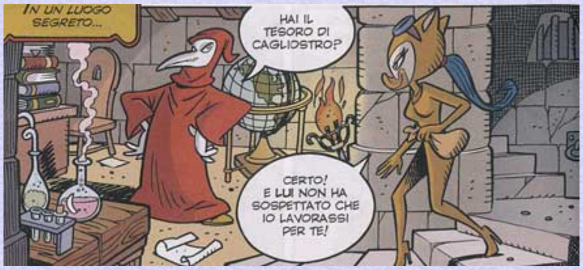

NON RICONOSCI LADY SENAPE, LA TUA VECCHIA FIAMMA E COMPAGNA DI AVVENTURE?
?
!
MASK OF GENGIS GHAT

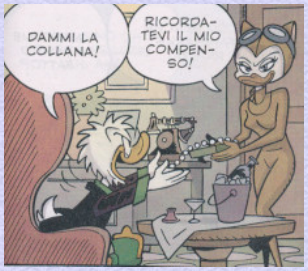
In the ninth episode of the series dedicated to **Fantomallard** titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- THE MASK OF FU MAN ETCHù*** Marco Gervasio introduces us to the intriguing character of **Jen Yu** better known as **Lady Mustard**, a pretty girl former girl-friend and accomplice of **Fantomallard** several years before that **Lord Quackett** met **Dolly Duck**.
In this story **Lady Mustard** is at the service of the fearsome criminal **Fu Man Etchù** and shows a tormented love-hate feeling for **Lord Quackett**.
In subsequent adventures, it will be known that **Jen Yu** comes from a Chinese farmer family and she is a descendant of **Ching Shih**, the nick name of the piratess who terrorized the China Sea at early 19th century.

Jen Yu will appear again in the thirteenth episode of the series dedicated to the **Fantomallard** saga titled **THE CAGLIOSTO'S RINGS**, and in some flashback sequences when in 1914 she was still an accomplice of **Fantomallard** and also in the same story set in Vienna in 1922 in which she tries to seize the treasure of the Count **Cagliostro** .In this story **Lady Mustard** is not the accomplice of **Fu Man Etchù** but she is serving the criminal called the **Supreme Guardian** leader of the sect the Guardians of Venice.


NON SONO MAI STATA UNA PAPERA DA ANELLO AL DITO! UNO SOLO, INTENDO! EH, EH!
ASPETTA! DAMMI QUEGLI ANELLI!

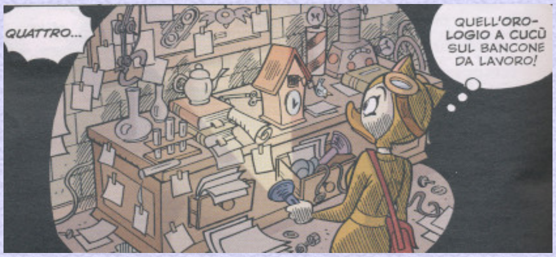

... RECUPERATA LA MEMORIA, HO CAMBIATO ARIA IN CERCA DI NUOVI OBIETTIVI! ANCHE SE IN QUESTO CASO FORSE DOVREI DIRE VECCHI!

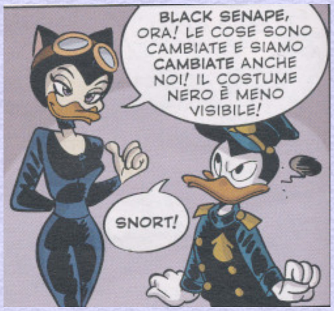

IN UN LUOGO SEGRETO...
HAI IL TESORO DI CAGLIOSTRO?
CERTO! E LUI NON HA SOSPETTATO CHE IO LAVORASSI PER TE!


DAMMI LA COLLANA!
RICORDATEVI IL MIO COMPENSO!

Lady Mustard is back in the story titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE SEVENTH ART***. This time she is accomplice of the evil southafrican tycoon **Flintheart Glomgold**.

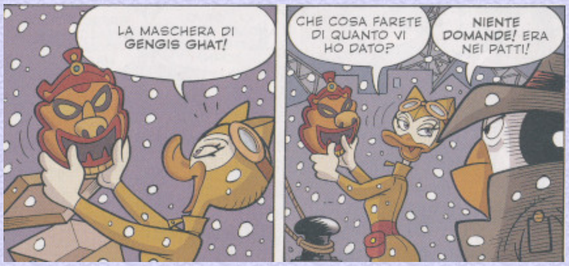
Lady Mustard is the protagonist of the prologue of the mithological adventure ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END*** where the thief, former accomplice of **Fantomallard**, sneaks into Villa Rose to try to steal the mask of **Genghis Ghat** but she is forced to escape using the cucù of time, transporting herself to the future at the modern time?! of **Donald Duck** before he finds **Fantomallard**'s diary.

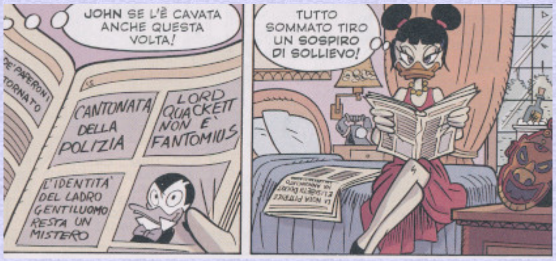

QUATTRO...
QUELL'OROLOGIO A CUCÙ SUL BANCONE DA LAVORO!


BLACK SENAPE, ORA! LE COSE SONO CAMBIATE E SIAMO CAMBIATE ANCHE NOI! IL COSTUME NERO È MENO VISIBILE!
SNORT!

Lady Mustard appears in all episodes of the story, in particular in the third and fourth episode she allies again with **Fantomallrd** to defeat her former accomplice **Flintheart Glomgold**. In this adventure, **Lady Mustard** wears a new black costume and changes her nickname to **Black Mustard**.

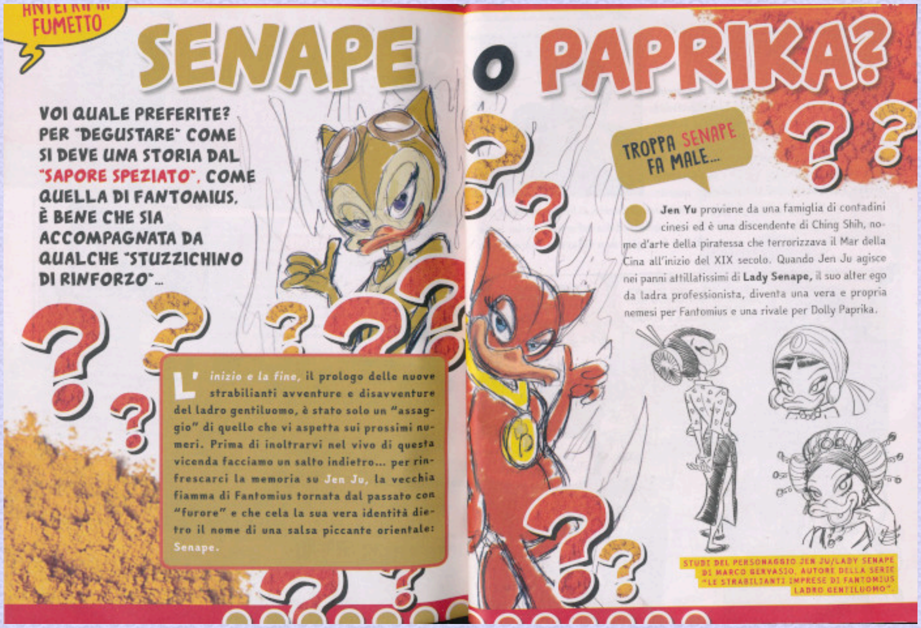
In the story ***THE NIGHT OF FANTOMALLARD*** **Lady Mustard** betrays the gentleman thief by handing over to an emissary of **Flintheart Glomgold** the evidence of **Fantomallrd**'s secret identity in exchange for the famous mask of **Genghis Ghat**.


LA MASCHERA DI GENGIS GHAT!
CHE COSA FARETE DI QUANTO VI HO DATO?
NIENTE DOMANDE! ERA NEI PATTI!


JOHN SE L'È CAVATA ANCHE QUESTA VOLTA!
DE PAPERON TORNATO
CANTONATA DELLA POLIZIA
LORD QUACKETT NON È FANTOMIUS
L'IDENTITÀ DEL LADRO GENTILUOMO RESTA UN MISTERO
TUTTO SOMMATO TIRO UN SOSPIRO DI SOLLIEVO!

At the end of the story ***THE DAWN OF FANTOMALLARD*** **Jen Yu** reads the news that **Lord Quackett** has been cleared and she is happy after all.

The prologue of this long story is preceded by a nice editorial by Barbara Garufi dedicated to the thief **Jen Yu** alias **Lady Mustard** which summarizes the previous stories in which the character appears, his sinister complicity and the counterposition with **Dolly Paprika**.


FUMETTO

SENAPE O PAPRIKA?

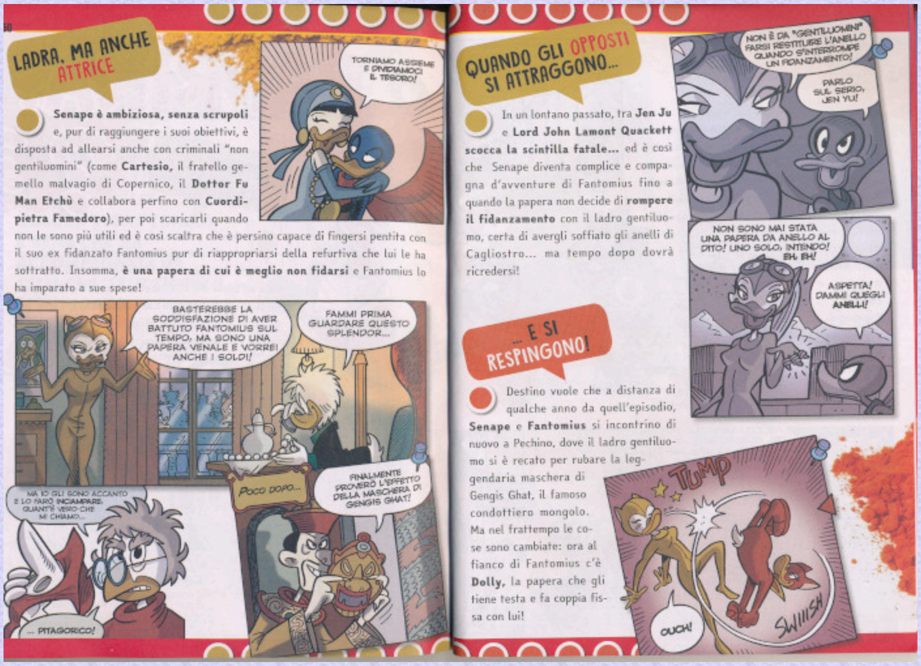
VOI QUALE PREFERITE? PER "DEGUSTARE" COME SI DEVE UNA STORIA DAL "SAPORE SPEZIATO", COME QUELLA DI FANTOMIUS, È BENE CHE SIA ACCOMPAGNATA DA QUALCHE "STUZZICHINO DI RINFORZO"...

L'inizio e la fine, il prologo delle nuove strabilianti avventure e disavventure del ladro gentiluomo, è stato solo un "assaggio" di quello che vi aspetta sui prossimi numeri. Prima di inoltrarvi nel vivo di questa vicenda facciamo un salto indietro... per rinfrescarci la memoria su Jen Ju, la vecchia fiamma di Fantomius tornata dal passato con "furore" e che cela la sua vera identità dietro il nome di una salsa piccante orientale: Senape.

TROPPA SENAPE FA MALE...

Jen Yu proviene da una famiglia di contadini cinesi ed è una discendente di Ching Shih, nome d'arte della piratessa che terrorizzava il Mar della Cina all'inizio del XIX secolo. Quando Jen Ju agisce nei panni attillatissimi di **Lady Senape,** il suo alter ego da ladra professionista, diventa una vera e propria nemesi per Fantomius e una rivale per Dolly Paprika.

STUDI DEL PERSONAGGIO JEN JU/LADY SENAPE DI MARCO GERVASIO, AUTORE DELLA SERIE "LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO".


LADRA, MA ANCHE ATTRICE

Senape è ambiziosa, senza scrupoli e, pur di raggiungere i suoi obiettivi, è disposta ad allearsi anche con criminali "non gentiluomini" (come **Cartesio,** il fratello gemello malvagio di Copernico, il **Dottor Fu Man Etchù** e collabora perfino con **Cuordipietra Famedoro**), per poi scaricarli quando non le sono più utili ed è così scaltra che è persino capace di fingersi pentita con il suo ex fidanzato Fantomius pur di riappropriarsi della refurtiva che lui le ha sottratto. Insomma, **è una papera di cui è meglio non fidarsi** e Fantomius lo ha imparato a sue spese!

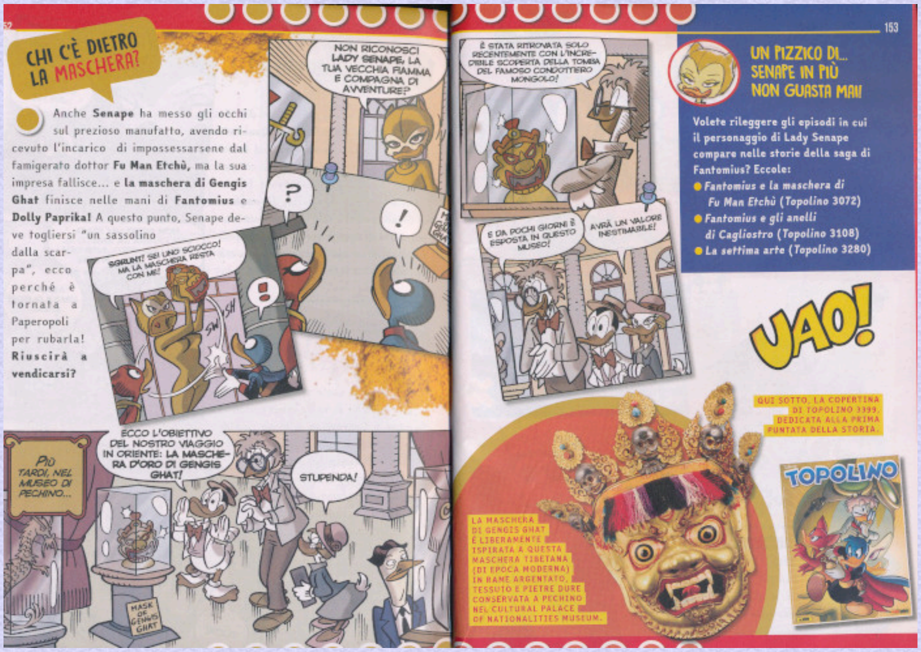
QUANDO GLI OPPOSTI SI ATTRAGGONO...

In un lontano passato, tra **Jen Ju** e **Lord John Lamont Quackett** **scocca la scintilla fatale...** ed è così che Senape diventa complice e compagna d'avventure di Fantomius fino a quando la papera non decide di **rompere il fidanzamento** con il ladro gentiluomo, certa di avergli soffiato gli anelli di Cagliostro... ma tempo dopo dovrà ricredersi!

... E SI RESPINGONO!

Destino vuole che a distanza di qualche anno da quell'episodio, **Senape** e **Fantomius** si incontrino di nuovo a Pechino, dove il ladro gentiluomo si è recato per rubare la leggendaria maschera di Gengis Ghat, il famoso condottiero mongolo. Ma nel frattempo le cose sono cambiate: ora al fianco di Fantomius c'è **Dolly,** la papera che gli tiene testa e fa coppia fissa con lui!

TORNIAMO ASSIEME E DIVIDIAMOCI IL TESORO!
BASTEREBBE LA SODDISFAZIONE DI AVER BATTUTO FANTOMIUS SUL TEMPO, MA SONO UNA PAPERA VENALE E VORREI ANCHE I SOLDI!
FAMMI PRIMA GUARDARE QUESTO SPLENDOR...
MA IO GLI SONO ACCANTO E LO FARÒ INCIAMPARE, QUANT'È VERO CHE MI CHIAMO...
... PITAGORICO!
POCO DOPO...
FINALMENTE PROVERÒ L'EFFETTO DELLA MASCHERA DI GENGIS GHAT!
NON È DA "GENTILUOMINI" FARSI RESTITUIRE L'ANELLO QUANDO S'INTERROMPE UN FIDANZAMENTO!
PARLO SUL SERIO, JEN YU!
NON SONO MAI STATA UNA PAPERA DA ANELLO AL DITO! UNO SOLO, INTENDO! EH, EH!
ASPETTA! DAMMI QUEGLI ANELLI!
TUMP
OUCH!
SWIIISH



CHI C'È DIETRO LA MASCHERA?

Anche **Senape** ha messo gli occhi sul prezioso manufatto, avendo ricevuto l'incarico di impossessarsene dal famigerato dottor **Fu Man Etchù,** ma la sua impresa fallisce... e **la maschera di Gengis Ghat** finisce nelle mani di **Fantomius** e **Dolly Paprika!** A questo punto, Senape deve togliersi "un sassolino dalla scarpa", ecco perché è tornata a Paperopoli per rubarla! **Riuscirà a vendicarsi?**

NON RICONOSCI LADY SENAPE, LA TUA VECCHIA FIAMMA E COMPAGNA DI AVVENTURE?
?
!
SGRUNT! SEI UNO SCIOCCO! MA LA MASCHERA RESTA CON ME!
!
SWISH
PIÙ TARDI, NEL MUSEO DI PECHINO...
ECCO L'OBIETTIVO DEL NOSTRO VIAGGIO IN ORIENTE: LA MASCHERA D'ORO DI GENGIS GHAT!
STUPENDA!
MASK OF GENGIS GHAT
È STATA RITROVATA SOLO RECENTEMENTE CON L'INCREDIBILE SCOPERTA DELLA TOMBA DEL FAMOSO CONDOTTIERO MONGOLO!
E DA POCHI GIORNI È ESPOSTA IN QUESTO MUSEO!
AVRÀ UN VALORE INESTIMABILE!
UAO!
TOPOLINO

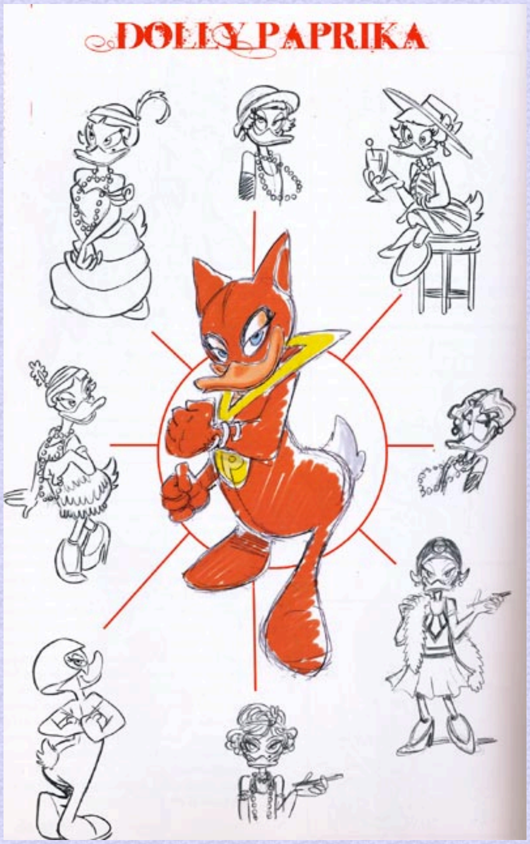
UN PIZZICO DI... SENAPE IN PIÙ NON GUASTA MAI!

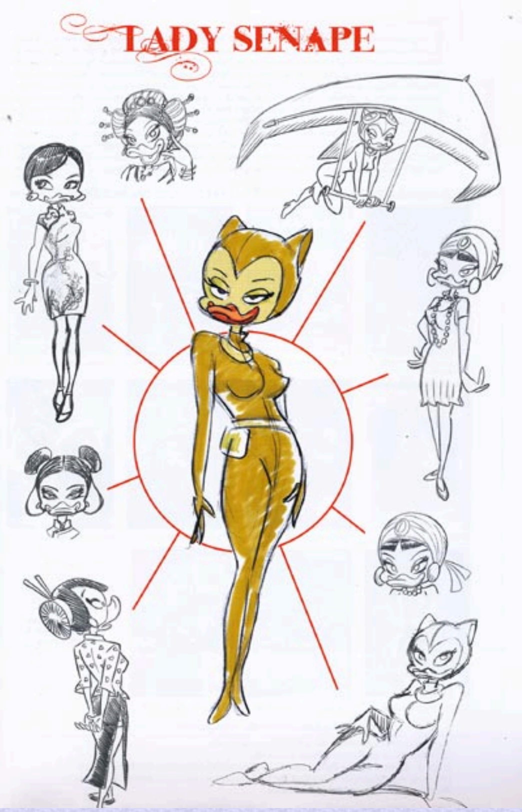
Volete rileggere gli episodi in cui il personaggio di Lady Senape compare nelle storie della saga di Fantomius? Eccole:

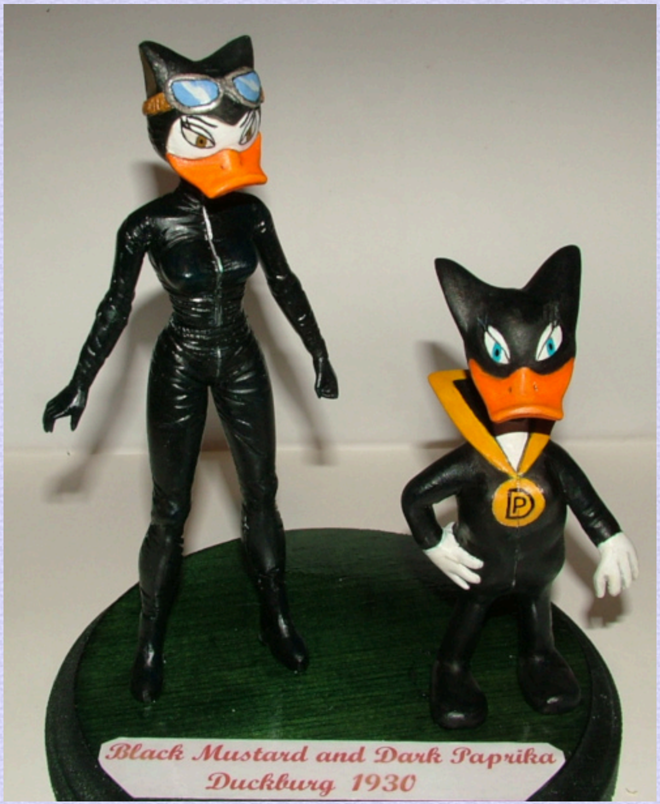
- *Fantomius e la maschera di Fu Man Etchù* (*Topolino 3072*)
- *Fantomius e gli anelli di Cagliostro* (*Topolino 3108*)
- *La settima arte* (*Topolino 3280*)

QUI SOTTO, LA COPERTINA DI TOPOLINO 3399, DEDICATA ALLA PRIMA PUNTATA DELLA STORIA.

LA MASCHERA DI GENGIS GHAT È LIBERAMENTE ISPIRATA A QUESTA MASCHERA TIBETANA (DI EPOCA MODERNA) IN RAME ARGENTATO, TESSUTO E PIETRE DURE CONSERVATA A PECHINO NEL CULTURAL PALACE OF NATIONALITIES MUSEUM.


DOLLY PAPRIKA


LADY SENAPE

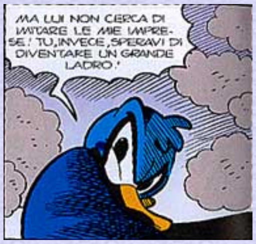

Black Mustard and Dark Paprika
Duckburg 1930

BLACK MUSTARD AND DARK PAPRIKA 1930

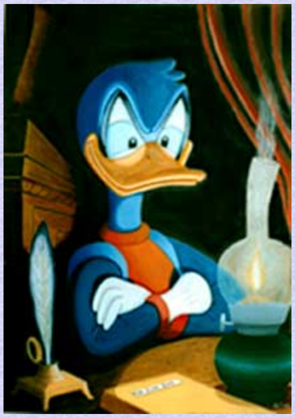
Dolly
Paprika

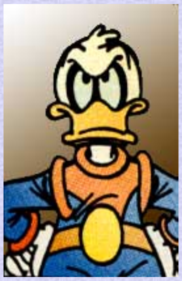
Dolly
Paprika

Lady
Senape


MA LUI NON CERCA DI IMITARE LE MIE IMPRESE! TU, INVECE, SPERAVI DI DIVENTARE UN GRANDE LADRO!

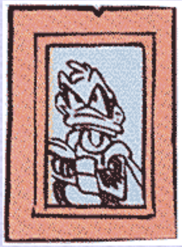
As far as **Fantomallard**'s true identity and name are concerned, an interesting indication is given by Marco Gervasio in his recent story ***DUCK AVENGER AND THE FANTOMALLARD's SHADE***, where during a school excurtion to Villa Rose's remains, the teacher of **Donald**'s nephews describes to them the story of the mansion: " These are the remains of Villa Rose, which belonged to **Lord Quackett** long ago! Because he didn't have any heirs the mansion become state property".
This sentence corresponds to what is said in the first story, that Villa Rose's owner (who we know to be **Fantomallard**) disappeared without heirs, thus we can deduce that **Lord Quackett** is nothing more than the true name of **Fantomallard**!.
The first name of **Lord Quackett** which is **John** appears for the first time in the Gervaso's story ***DUCK AVENGER AND THE MISTERY OF FANTOMALLARD***.
It is not clear where the second surname **Lamont** comes from. It is logically to be intended as his mother's family name of a probably frech origin. It is anyway a right tribute to the french origin of some of the characters of the french letterature whom the gentleman burglar **Fantomallard** is derived from.

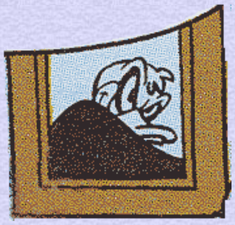


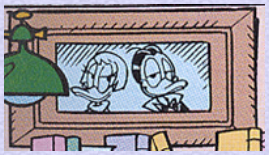


At the beginning little was known about the aspect of **Lord Quackett** alias **Fantomallard**, the only references were in some paintings in the story ***DUCK AVENGER AND THE RETURN TO VILLA ROSE***, where **Fantomallard** face (squared bill, deep glance, curly feathers) without the dark-blue mask is shown.
About his characteristic mask, in the beautiful novelized version of the first story, Guido Martina, describing the moment when **Donald** found **Fantomallard**'s costume, lets us know as follows: "lifting the cover of the false bottom armchair, there was the night black costume with the black cloak, well folded and protected by moth-balls as well as the spring sole boots which allow 30 feet jumps.
There was also a silk dark mask but **Donald** didn't make use of it: he had already decided what to use to hide his face!"
It seems that in the beginning also **Duck Avenger** should have worn the blue mask of **Fantomallard**, but to avoid confusion between the younger readers was chosen, in this first story, to left **Duck Avenger** without any mask.

Other sinister pictures of Duckburg's gentleman thief placed in Villa Rose's secret undergrounds are shown in the stories ***DUCK AVENGER AND THE SUMMER IN VILLA LALLA*** and ***DUCK AVENGER AND THE FANTOMALLARD's SHADOW***.

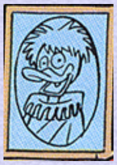


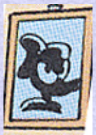




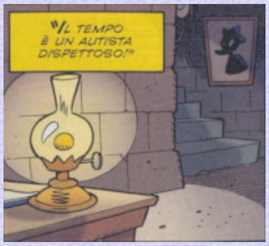
An important indication is present in the story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA*** where on a picture a blond girl with short hair and an old fashion handsome are shown. More likely these are the portraits of **Fantomallard** and **Dolly Paprika**.

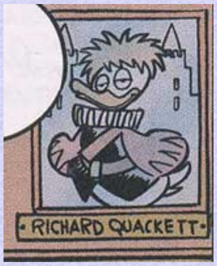
In the same story and in the story ***DUCK AVENGER AND THE MISTERY OF FANTOMALLARD*** the images of the **Mad Duke** of Duckburg and the **Phantom of Notre Duck** are present in Villa Rose as well. This is also a possible indication that these misterious characters could have been related with **Lord Quackett** or his fiancee.
This connection is in fact confirmed on the biography of **Lord Quackett** published in Italy on the special volume **DEFINITIVE COLLECTION** edited by **PANINI** where it is said that the **Mad Duke of Duckburg** who his real name is **Duke Richard Quackett** is an ancestor of **Lord Quackett** and that he was arived in today's Duckburg with the ship **Francis Drake** in 1579 and later took possession of various land.



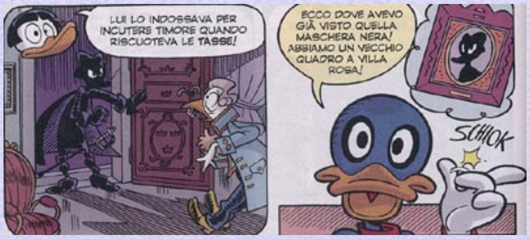


A picture of the **Phantom of Notre Duck**, is still present in the Villa Rose hideout during the time period of **Duck Avenger** when the Villa is already destroyed.


"IL TEMPO È UN AUTISTA DISPETTOSO!"

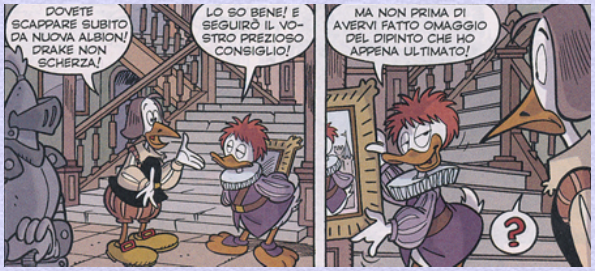

RICHARD QUACKETT

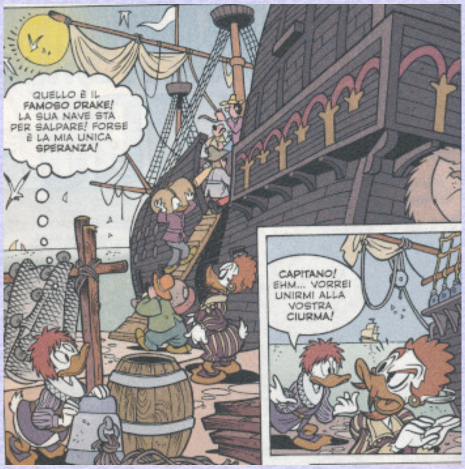
In fact in some images of the twelfth story of the saga of **Fantomallard** dedicated to the origins of the gentleman thief titled **THE NOBLE BEHIND THE MASK**, Gervasio shows us definitively in one of the rooms of Villa Rosa another portrait of the **Mad Duke** with the indication of his name.


LUI LO INDOSSAVA PER INCUTERE TIMORE QUANDO RISCUOTEVA LE TASSE!
ECCO DOVE AVEVO GIÀ VISTO QUELLA MASCHERA NERA! ABBIAMO UN VECCHIO QUADRO A VILLA ROSA!
SCHIOK

In the eighteen episode of the saga dedicated to **Fantomallard** titled **NOTRE DUCK** the author Marco Gervasio Reveals the identity of the mysterious character shows in a picture at Villa Rose who looks like the **Phantom of Notre Duck**. He was a relative of **Lord Quackett**'s mother **Marie Lamont** . In 1700 in Paris he was a royal tax collector wearing a black costume to fear the debtors when he was collecting taxes.
In the same story, the black costume is taken up by **Henry Quackett** brother of **John** to become the first **Phantom of Notre Duck**.

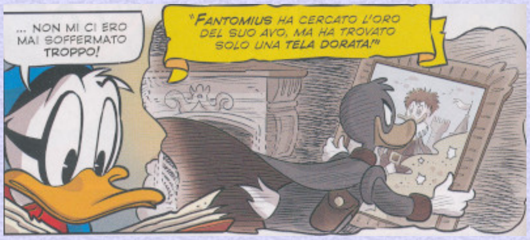
In the fourteenth adventure of **Fantomallard** saga is finally clarified the story and the identity of the **Mad Duke**. The **Duke Richard Quackett** arived in *New Albion* (renamed *Drake Borough*) together the crew of **Francis Drake** in the 1579. The Duke remained in *Drake Borough* together other settlers after having stollen part of the booty that **Francis Drake** should have given to the Queen **Elizabeth I** of England. Than he vested some lands and he built some medieval style castles and manors like his famous castle, the Three Towers Castle and the Dismal Valley Manor.
In the 1585 **Sir Francis Drake** come back to *Drake Borough* in order to get back the part of his trasure stolled by the **Mad Duke**. But the Duke warned by his friend **Count of Malasorte** was able to hide what was left of the trasure and escape probaly in one of his other misterious manors like the Three Tower Castle or the Dismal Valley Manor not known by **Francis Drake**.

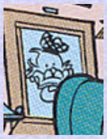

DOVETE SCAPPARE SUBITO DA NUOVA ALBION! DRAKE NON SCHERZA!
LO SO BENE! E SEGUIRÒ IL VOSTRO PREZIOSO CONSIGLIO!
MA NON PRIMA DI AVERVI FATTO OMAGGIO DEL DIPINTO CHE HO APPENA ULTIMATO!
?

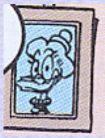

QUELLO È IL FAMOSO DRAKE! LA SUA NAVE STA PER SALPARE! FORSE È LA MIA UNICA SPERANZA!
CAPITANO! EHM... VORREI UNIRMI ALLA VOSTRA CIURMA!

In the prologue of the CLASSICI DISNEY **THE MYSTERIES OF FANTOMALLARD** published in July 2022 it is shows when in 1577 in the arbour of Plymouth **Richard Quackett** to escape some creditors is forced to embark with the crew of **Sir Francis Drake** .

In the story **DUCK AVENGER AND THE GOLD TOWER** we are told that **Richard Quackett** used **Francis Drake**'s gold (after hiding it for a while in the "fourth tower" of the castle of the three towers) to help first settlers settled in the area to build the Cape Quack lighthouse.

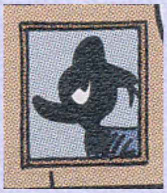

... NON MI CI ERO MAI SOFFERMATO TROPPO!
"FANTOMIUS HA CERCATO L'ORO DEL SUO AVO, MA HA TROVATO SOLO UNA TELA DORATA!"

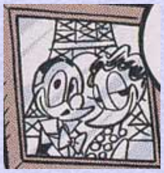


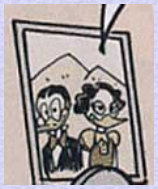


Other unidentified portraits are also present in Villa Rose. These could represent possible ancestors of **Fantomallard** or **Dolly Paprika**, or even historical duckburgian characters not necessarly related with them.

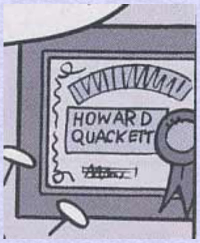
Another strange reference is also given by Marco Gervasio in the fourth part of the **Fantomallard**' saga titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- BRUTFAGOR*** where in an antique shop of Paris a portrait with a misterious black masked duck is shown. Even if the images reminds the profile of **Duck Avenger**, for sure in the 1920 he was not yet existing thus we can reasonably suppose that the image represent the relative of **Marie Lamont** who in the Paris of 1700 was a Royal tax collector famous because his black costume worn to scare the debtors.



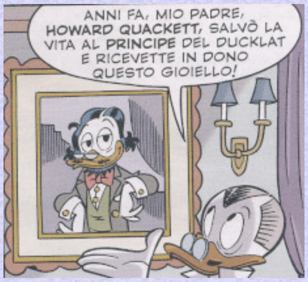


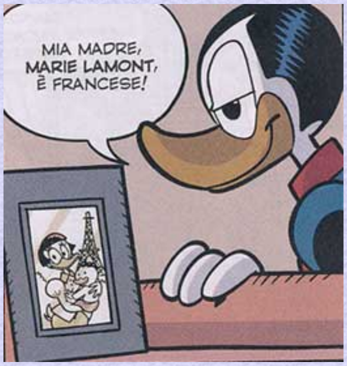


Also at Villa Rosa in the story **THE CURSE OF THE PHARAOH** Gervasio shows a picture with the parents of Lord **Quackett** (**Lord Andrew Quackett** and **Marie Lamont**) with on the backdrop of the Eiffel Tower. Another reference to the French origins of the gentleman thief's mother.
Another picture with the parents of **Fantomallard** is hanging in a living room in the Ermine's House as shown in the story **FANTOMALLARD ON THE SNOW**

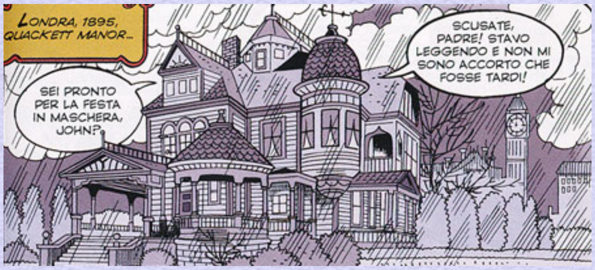

HOWARD QUACKETT

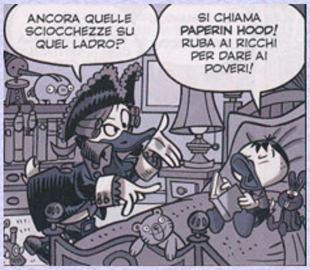
In a frame of the story **FANTOMALLARD OF EGYPT** the house of the **Quackett** family is represented during the 1916. In this image an awards with the name **Howard Quackett** is shown. we can reasonably imagine he was the grandfather of **John** and **Henry** and that he could has been a prominent lawyer lived in London during the middle of the 1800.
In the story **FANTOMALLARD BACK HOME** the portrait of **Howard Quackett** is shown and it has been told that several years before **John**'s grandfather robbed the rich banker **Crumb**, who had defrauded savers, to returning the money to the defrauded.


ANNI FA, MIO PADRE, HOWARD QUACKETT, SALVÒ LA VITA AL PRINCIPE DEL DUCKLAT E RICEVETTE IN DONO QUESTO GIOIELLO!


MIA MADRE, MARIE LAMONT, È FRANCESE!

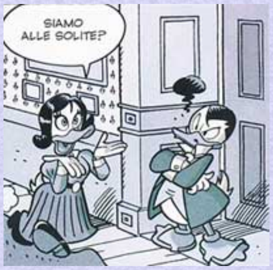
The Parisian origins and the name of the **Lord Quackett**'s mother, **Marie Lamont** Are finally revealed in the story **FANTOMALLARD ON THE SNOW** In fact in the Ermine's House there is a picture with he image of the Child **John Quackett** in the arms of his mother **Marie** in Paris.

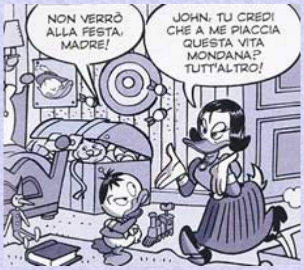

LONDRA, 1895, QUACKETT MANOR...
SEI PRONTO PER LA FESTA IN MASCHERA, JOHN?
SCUSATE, PADRE! STAVO LEGGENDO E NON MI SONO ACCORTO CHE FOSSE TARDI!

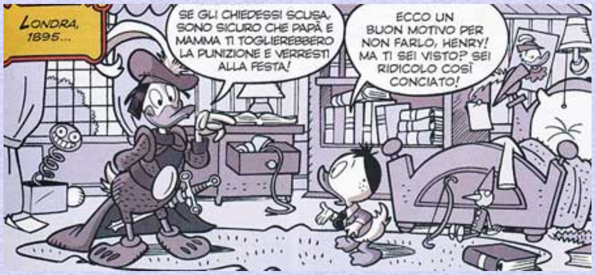

ANCORA QUELLE SCIOCCHEZZE SU QUEL LADRO?
SI CHIAMA PAPERIN HOOD! RUBA AI RICCHI PER DARE AI POVERI!

In a flashback of the story **THE DOGE'S TRASURE** Marco Gervasio shows the house in London where the young **John Quackett** used to live with his family. In some images the child **John** ten years old togheter his father the **Duke Andrew Quackett** are shown.

Always in some flashback of the story **THE NOBLE BEHIND THE MASK** Marco Gervasio shows again some childhood episodes of **John Quackett** and his relationship with his father about the worldly acquaintances the rich nobles of his time attending the boring costume party

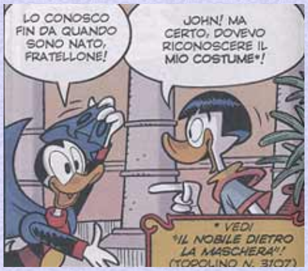

SIAMO ALLE SOLITE?

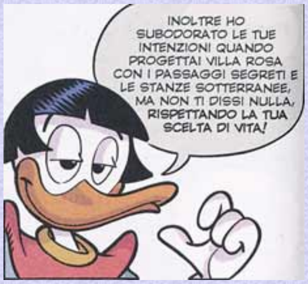

NON VERRÒ ALLA FESTA, MADRE!
JOHN, TU CREDI CHE A ME PIACCIA QUESTA VITA MONDANA? TUTT'ALTRO!


LONDRA, 1895...
SE GLI CHIEDESSI SCUSA, SONO SICURO CHE PAPÀ E MAMMA TI TOGLIEREBBERO LA PUNIZIONE E VERRESTI ALLA FESTA!
ECCO UN BUON MOTIVO PER NON FARLO, HENRY! MA TI SEI VISTO? SEI RIDICOLO COSÌ CONCIATO!

In the same story also it appears for the first time the older brother of **John**, **Henry Quackett** wearing a costume of a royal guard for a costume party. The basic tights and cape will be used many years later just by **John Quackett** as the costume for **Fantomallard**

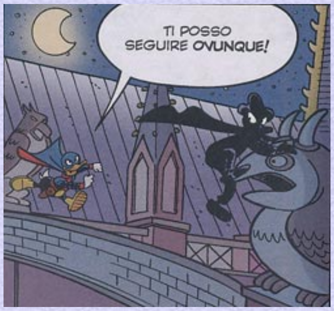
Henry Quackett disappeared in the 1916 was found by **John** and **Dolly** in the 1922 as shown in the story **FANTOMALLARD OF EGYPT**. In this adventure is told that during those years **Henry** has studied in solitary the architectural techniques of ancient cultures, and finally he decided to live with the people of the surviving civilization of Atlantis beneath the desert of Sahara.

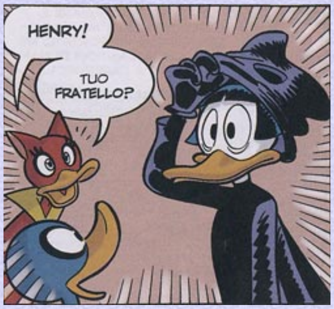

LO CONOSCO FIN DA QUANDO SONO NATO, FRATELLONE!
JOHN! MA CERTO, DOVEVO RICONOSCERE IL MIO COSTUME*!
* VEDI "IL NOBILE DIETRO LA MASCHERA"! (TOPOLINO N. 3107)


INOLTRE HO SUBODORATO LE TUE INTENZIONI QUANDO PROGETTAI VILLA ROSA CON I PASSAGGI SEGRETI E LE STANZE SOTTERRANEE, MA NON TI DISSI NULLA, RISPETTANDO LA TUA SCELTA DI VITA!

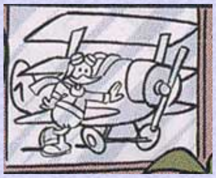
In the same adventure the author Marco Gervasio let us know that the architect **Henry Quackett** has been commissioned by **John** to design Villa Rose and the relevant secret hideout.

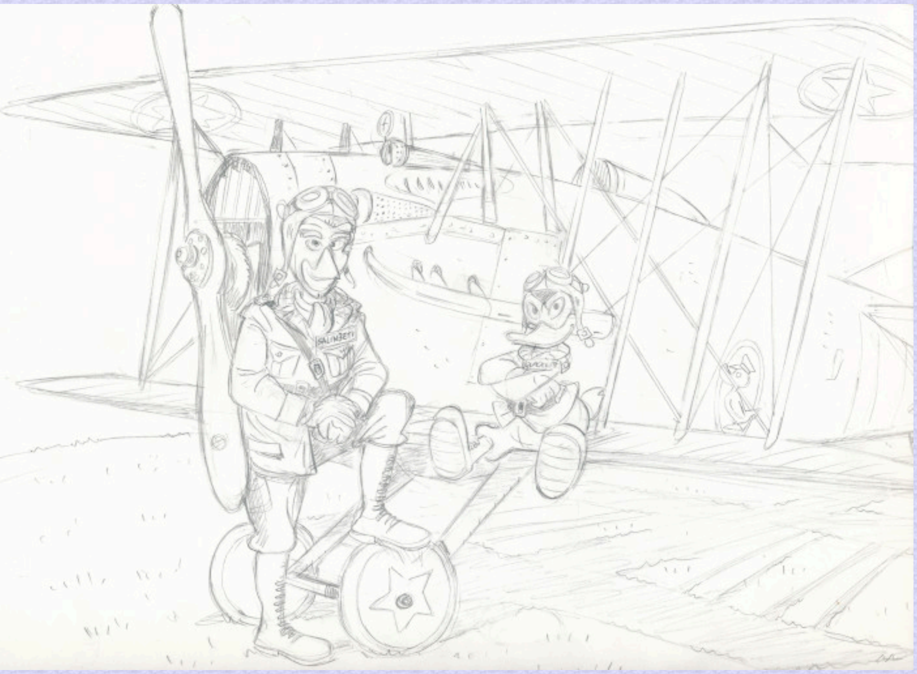
Henry Quackett is back in the story **NOTRE DUCK**. In this adventure dressing a black costume he made several thefts with the with the far-fetched and legendary purpose of helping the Atlantis peoples to rebuild their city destroyed destroyed by a natural cataclysm. **Henry** hides his booty in the Undergrounds of Notre Duck Cathedral which was designed by himself in the 1916. He keep for himselfs only the coins needed for his eccentric hobby that is to rebuild a "monetary" model of Notre Duck.
Another ghost that will appear in the future in the history of Carl Bark, probably an heir of **Henry Quackett, will try to steal a whole wheelbarrow of coins from Scrooge's Money Bin.**


TI POSSO SEGUIRE OVUNQUE!

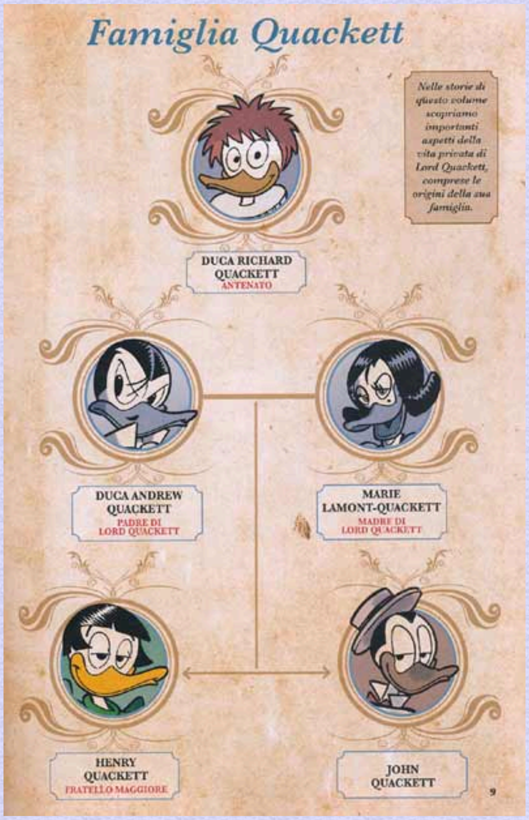

HENRY!
TUO FRATELLO?

In another picture, visible in the history **THE CURSE OF THE PHARAOH Lord Quackett** is represented next to a typical aircraft of the World War I. This picture makes us plausibly assume that **Lord Quackett** has served in Europe during the Great War as a fighter pilot in the armed forces of some country allied states.





In fact Marco Gervasio makes a beautiful drawing of **Lord Quackett** aviator in France during the First World War. In this image the future **Fabntomallard** is represented together with **Salimbeti** evidently his friend and another pilot from Duckburg.

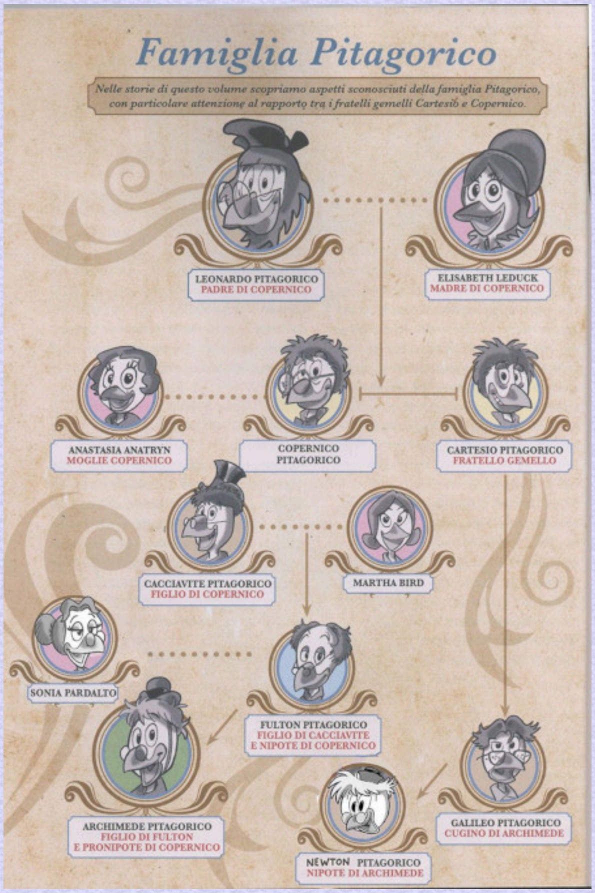


In the third issue of the special comic book **PANINI COMICS; FANTOMIUS-ladro gentiluomo-** a beautiful drawing shows the **Quackett** family with their ancestor the **Duke Richard Quackett** better known with the nickname of **Mad Duke**, the **Duke Andrew Quackett**, **Marie Lamont** and their sons **Henry Quackett** and **John Quackett** alias **Fantomallard**.

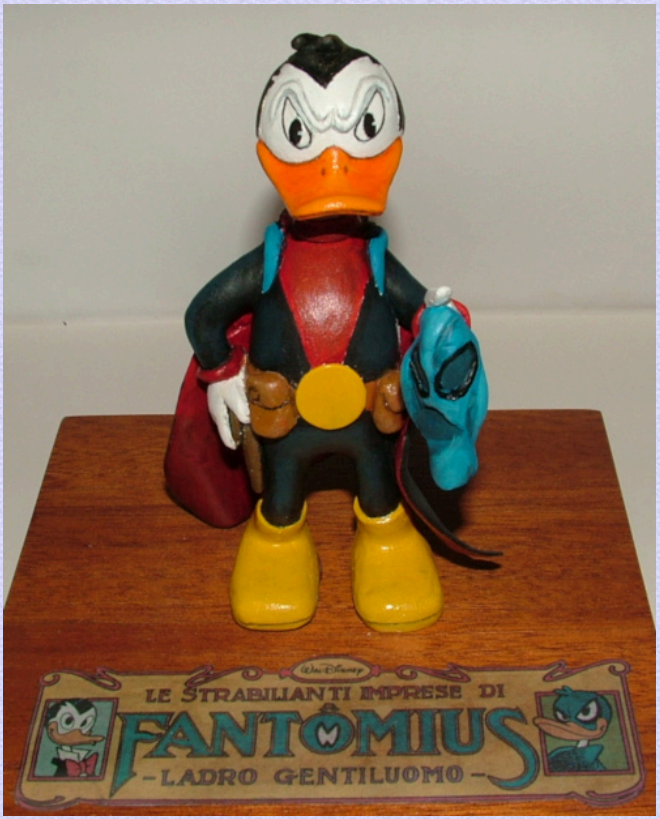
As for the biography published on the special comic book **PANINI COMICS Volume 1; FANTOMIUS-ladro gentiluomo-** and considering some indications present on several episode of the **Fantomallard**' saga, leaving aside the very legendary and mythical events, it is possible to reconstruct some major events of **Lord Quackett** and his family life and times:
In **1579**, together the crew of **Sir Francis Drake** arives in New Albion (today Duckburg) the **Duke Richard Quackett**, better known with the nick name of **Mad Duke**. He took possession of several areas and realize some manors in medieval style.
In **1585**, the **Mad Duke** escape from his main castle after having stollen part of the trasure of **Sir Francis Drake** the famous corsair who served the Queen **Elizabeth I** of England. The **Mad Duke** probably hide himself in one of his other misterious manors.
In **1885 John Quackett** was born in London. He was the second son of the **Duke Andrew Quackett** and **Marie Lamont** of Paris.
In **1903-1906 John Quackett** attend the College of Duckbridge getting a Bachelor Degree in Natural Science.
In **1908**, at the age of 23, **John Quackett** moved to Duckburg on the lands belonged to his family and with the help of his brother **Henry** (who is an architect) they built Villa Rose, his main living house, and the other secret hideouts, afterthat his brother goes back to London.
In **1910 John Quackett** meets the eccentric inventor **Copernicus Gearloose** (great grandfather of Gyro Gearloose) and he starts his gentleman thief career with the name of **Fantomallard**. **Copernicus** also moves to Villa Rose.
In **1912 Fantomallard** meets the fascinating chinese thief **Jen Yu**, alias **Lady Mustard**, they becomes lover and accomplices for a couples of years.
In **1916 Henry Quackett** brother of **John** comes back to Duckburg to starts the construction of the famous cathedral **Notre Duck**, but during the works he mysteriously disappears without a trace. **John** found him in Egypt in 1922 discovering that **Henry** during those years has studied in solitary the architectural techniques of ancient cultures.
In **1916-1918 Lord Quackett** is involved in Europe in the First World War as a fighter pilot for the Allied Powers.
In **1920**,during a robbery in a family of nobles in Duckburg, **Lord Quackett** disguised as **Fantomallard** meets **Dolly Duck** (fleetingly already known in 1913 which becomes his fiancèe and accomplice assuming the name of **Dolly Paprika**.
In **1924 Henry Quackett** returns secretely to Duckburg and he refugees in the Notre Duck Cathedral which he designed and built in 1916. He disguises himself with a black suit becoming the misterious **Phantom of Notre Duck**. Some decades later another misterious black Phantom, heir of the first one, will try to robbing a whole wheelbarrow of coins from **Scrooge**'s Money Bin in order to complete his "monetary" model of Notre Duck.
In **1925**, during Christmas at the parental home in London **Lord Quackett** discovered that his grandfather **Howard Quackett** several years before robbed the rich banker **Crumb**, who had grown rich behind the savers, to returning the money to the defrauded.
In **1925-1926**, **Jen Yu** and **Cartesius Gearloose** team up with the rich South African tycoon **Flintheart Glomgold** who also becomes a great enemy of **Fantomallard**.
In **1929**, **Jen Yu** reveals to **Flintheart Glomgold** the true identity of **Fantomallard**.
In **1930**, with an anonymous letter **Flintheart Glomgold** to take revenge on **Fantomallard** he informs **Pinko** of the true identity of the gentleman thief.
In **1930**, probably due to the great crisis and the investigations of **Pinko**, who is now quite certain of the true identity of the gentleman thief, **Fantomallard**, **Dolly Paprika** and **Copernicus** are forced to leave Villa Rose and move to the refuge of Villa Lalla.
In **1931** because both the great crisis and probably the return to the city of **Scrooge**, **Lord Quackett**, **Dolly Duck** and **Copernicus Gearloose** decide to stop the activity of thieves by abandoning all hideouts.

In the second volume of the special comic book **PANINI COMICS; FANTOMIUS-ladro gentiluomo-** are presented some major events of **Dolly Duck** and his family life and times:
In **1606** Captain **John Duck**, British sailor and writer, is one of the founders of the first colony of Jamestown in the American territory of Virginia. He become governor of the area after marrying "**Small Playful**",the daughter of the Chief of the Native American tribe Powhatan.
In **1848 Samuel Duck**, a descendant of **John Duck** and grandfather of **Dolly**, migrates from the east coast states in California for the gold rush. After becoming wealthy, **Samuel Duck** is established in Duckburg, where his cousin **Dabney Duck** (Grandfather of **Donald**) has a farm. **Samuel Duck** has a son named **Clement**.
In **1890 Dolly Duck** was born in Duckburg. she is the second daughter of the wealthy landowner **Clement Duck** and **Samantha Gander** (great-aunt **Gladstone**). She is a famous dancer, who immediately tries to induce her daughters in his passion.
In **1905-1913 Dolly** attend, along with older sister **Margaret**, the famous Dance Academy of Duckburg, acquiring physical skills as well as the agility and balance and the other important psychic abilities such as concentration and emotional control that shall be very useful later on.
Nel **1913** during a boring costume party **Dolly** knows for the first time **Lord Quackett** that will meet again only in 1920.
In **1915 Dolly** leaves the dance, because intolerant of the high society sphere. Her Sister **Margaret**, instead leave Duckburg to continue a successful career as a dancer.
In **1920**, at a party in a villa of nobles in Duckburg, **Dolly** meets for the first time **Fantomallard** and she becomes his companion and accomplice with the name of **Dolly Paprika**.

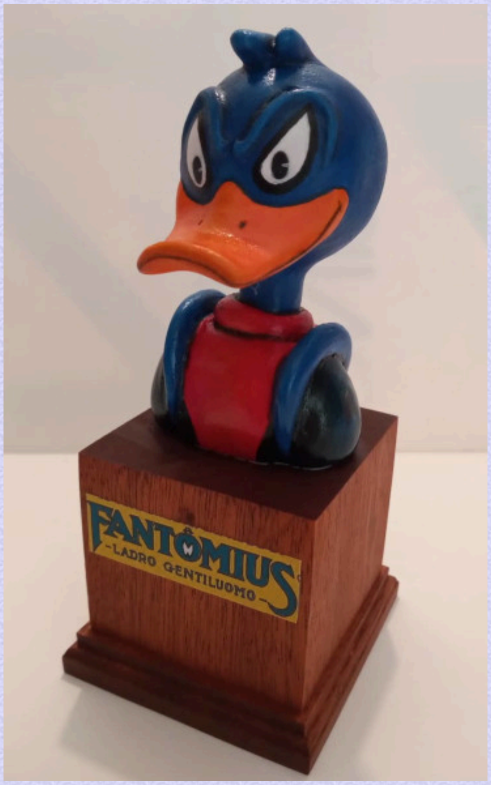
In the third volume of the special **PANINI COMICS; Fantomius-LADRO GENTILUOMO-** is instead presented a card with the biography of **Copernicus Gearloose** and his family:
In **1825** the young inventor **Leonardo Gearloose** opens in San Francisco California a laboratory for steam machines design and a few years later he married the French artist **Elisabeth Leduck**.
In **1844** the twins **Copernicus** and **Cartesius** were born. **Copernicus** immediately showed that he had inherited his father's genius, building since he was young complex equipments, but for which his brother, less brilliant, often gets credit.
In **1850** after the annexation of the California to the United States, the **Gearloose** family moved to Duckburg the city state of Calisota.
In **1862** The twins are High school graduating.
In **1863 Copernicus** applies to get the patent for his first invention; a portable voice communicator, and began his career as inventor, renting a small workshop in a basement in Duckburg. Instead his brother becomes an apprentice of the mysterious **Spokius Spectrus** working in his secret laboratory in the Three Towers Castle.
In **1864 Copernicus** married the ballerina **Anastasia Anatryn** and they have a son **Ratchet Gearloose**. A few years after some mysterious events his wife disappeared and the young **Ratchet** leaves Duckburg to look for her.
In **1868 Copernicus** applied for the new University of California in Berkeley (where he met the Egyptologist **Howard Duck**) but never stop working to his inventions. It was expelled the following year because of his brother.
In **1880 Ratchet**, brilliant like his father, was in Louisville, Kentucky where he sells pills able to purify the muddy water of the Mississippi river. In that place he was noticed by the young **Scrooge MucDuck** of which will become friend and companion in adventures.
In **1883**, **Ratchet** and **Scrooge** are witness of the famous eruption of Krakatoa vulcano in Indonesia.
In **1890 Ratchet** returned to Duckburg and a year later his son **Fulton Gearloose** was born **Fulton** will be the future father of the famous **Gyro Gearloose**.
In **1906 Ratchet** left again Duckburg, probably with his friend **Scrooge**, visiting different countries in the world.
In **1910 Copernicus Gearloose** knows the noble of Anglo-French origin **Lord Quackett** alias **Fantomallard** and after some events they become good friend and **Copernicus** moved to Villa Rose where he made for **Fantomallard** a variety of pecial devices.


Famiglia Pitagorico
Nelle storie di questo volume scopriamo aspetti sconosciuti della famiglia Pitagorico, con particolare attenzione al rapporto tra i fratelli gemelli Cartesio e Copernico.
LEONARDO PITAGORICO
PADRE DI COPERNICO
ELISABETH LEDUCK
MADRE DI COPERNICO
ANASTASIA ANATRYN
MOGLIE COPERNICO
COPERNICO PITAGORICO
CARTESIO PITAGORICO
FRATELLO GEMELLO
CACCIAVITE PITAGORICO
FIGLIO DI COPERNICO
MARTHA BIRD
SONIA PARDALTO
FULTON PITAGORICO
FIGLIO DI CACCIAVITE
E NIPOTE DI COPERNICO
ARCHIMEDE PITAGORICO
FIGLIO DI FULTON
E PRONIPOTE DI COPERNICO
NEWTON PITAGORICO
NIPOTE DI ARCHIMEDE
GALILEO PITAGORICO
CUGINO DI ARCHIMEDE

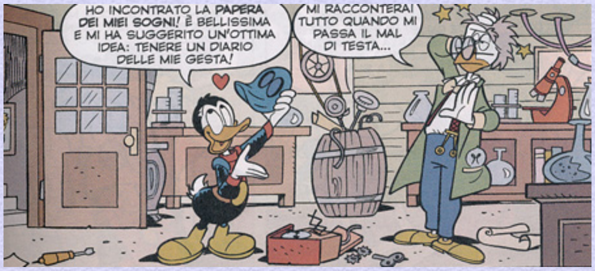
In the fourth issue of the special comic book **PANINI COMICS; FANTOMIUS-ladro gentiluomo-** a beautiful drawing shows the **Gearloose** family with **Leonardo Gearloose** father of **Copernicus** and **Cartesius**, The well known **Ratchet Gearloose** and **Fulton Gearloose** but very important Marco Gervasio also includes (not in the version printed in the PANINI comic) **Sonia Pardalto** mother of **Gyro Gearloose** which was shown for the first time in a Brasilian story.

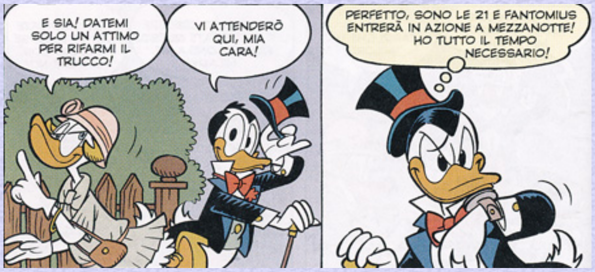

Walt Disney
LE STRABILIANTI IMPRESE DI
FANTOMIUS
-LADRO GENTILUOMO-

LORD JOHN LAMONT QUACKETT ALIAS FANTOMALLARD

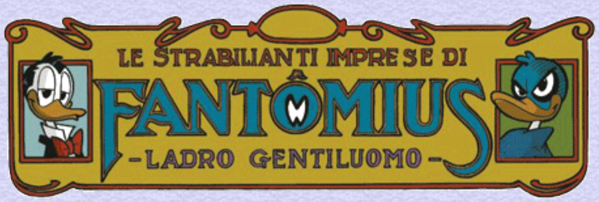

FANTOMIUS
-LADRO GENTILUOMO-

The real face of **Lord Quackett** alias **Fantomallard** is finaly shown by Marco Gervasio in the story ***PAPERINIK E IL PASSATO SENZA FUTURO*** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***) which is placed in the Duckburg of the 1920. Well made is the general outfits of the character with his **Diabolik** stile black hair and his romantic and gallant behaviour who remaind the gentleman thief **Arsène Lupin**.

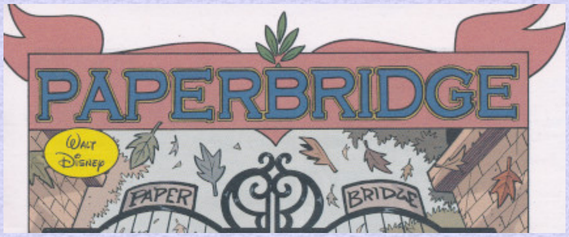

HO INCONTRATO LA PAPERA DEI MIEI SOGNI! È BELLISSIMA E MI HA SUGGERITO UN'OTTIMA IDEA: TENERE UN DIARIO DELLE MIE GESTA!
MI RACCONTERAI TUTTO QUANDO MI PASSA IL MAL DI TESTA...


E SIA! DATEMI SOLO UN ATTIMO PER RIFARMI IL TRUCCO!
VI ATTENDERÒ QUI, MIA CARA!
PERFETTO, SONO LE 21 E FANTOMIUS ENTRERÀ IN AZIONE A MEZZANOTTE! HO TUTTO IL TEMPO NECESSARIO!

In this beautiful and important story the character of **Lord Quackett** is also interpreted by **Duck Avenger** who for a mistake has been transferred into the past and is thus obligated to interfere with the events of the real **Fantomallard** and **Dolly Paprika**.

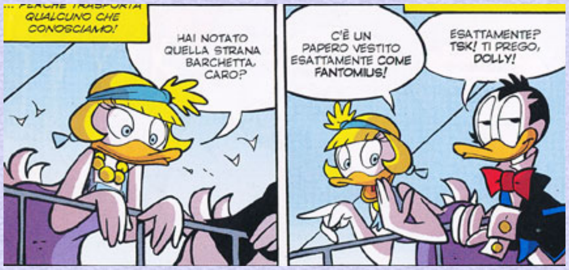

LE STRABILIANTI IMPRESE DI
FANTOMIUS
-LADRO GENTILUOMO-

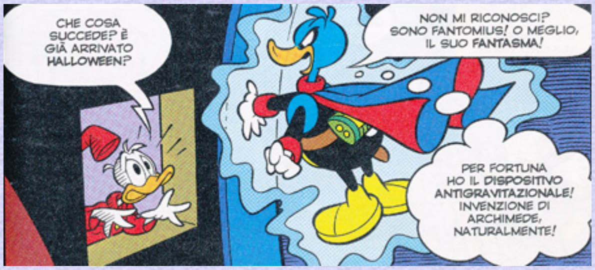
On the Italian Disney comic book **TOPOLINO n. 2972** November 2012 the saga dedicated to the adventures of **Fantomallard** it is for the first time published. These stories, sometime even improbable, legendary and mythological, have been created by the good artist and writer Marco Gervasio and are titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** - **GENTLEMAN THIEF***-. All these adventures taking place in the first two decades of the 1900 and their shown some of the most remarkable ventures of **Fantomallard** and **Dolly Paprika** in a perfect old style and with several references to famous characters from letterature and history comics like **Fantomas**, **Arsène Lupin**, **Diabolik**, **Zorro**, etc..
All the episodes of the **Fantomallard** saga are described in the dedicated page ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-***


PAPERBRIDGE
Walt Disney
PAPER
BRIDGE

On the Italian Disney comic book **TOPOLINO n. 3379** August 2020 starts a mini saga, always created by Marco Gervasio, placed during the first years of the 1900. These adventures are completelly dedicated to the young **Lord Quackett** during the period when he was attending the british college of PAPERBRIDGE (DUCKBRIDGE). The first story of this saga is titled ***DUCKBRIDGE**- **THE NIGHT OF THE BROTHERHOOD*** and is shown a eighteen years old **John Quackett**, nicknamed by his class mates **Quacky**. The young Quackett is a bully and arrogant as well as a classist towards his roommate **Tom Ducket** of non-noble origins and of a family no longer wealthy.
The saga therefore takes place between 1903 and 1907 in a typical setting of an English college reserved mainly for students from wealthy families but in rare cases also open to particularly deserving students from a scholastic point of view who are able to pay the substantial tuition with scholarships. In the saga there are therefore references to secret brotherhoods and to the typical mandatory sport disciplines of the Anglo-Saxon colleges. The mini saga is also correlated with interesting editorial introductions by Barbara Garufi.
Also in this case congratulations to Marco Gervasio and to the entire editorial staff of **TOPOLINO** for the beautiful mini saga that shows us a period interesting of the character and cultural development of the future gentleman thief.
All the episodes of the **Fantomallard** are described at the end of the page ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-***

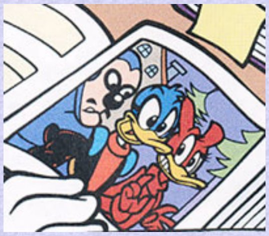
Fantomallard and **Dolly Paprika**, during their cruise on board of the Pacific Quack, are also shown in a couple of frame in the third part of the story ***PAPERINIK SULL'OCEANO SCOMBINATO*** (***PHANTON DUCK ON THE CHAOTIC OCEAN***).
In this story **Duck Avenger** is involved in strange temporal distorsion caused by the mad scientist **Emil Eagle** which brings back ships coming from different time periods in a area of the Pacific Ocean.

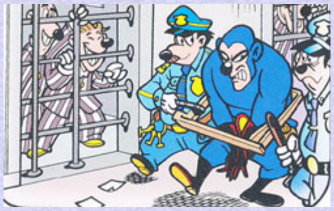

QUALCUNO CHE CONOSCIAMO!
HAI NOTATO QUELLA STRANA BARCHETTA, CARO?
C'È UN PAPERO VESTITO ESATTAMENTE COME FANTOMIUS!
ESATTAMENTE? TSK! TI PREGO, DOLLY!

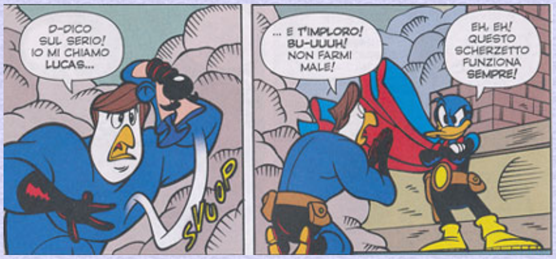

CHE COSA SUCCEDE? È GIÀ ARRIVATO HALLOWEEN?
NON MI RICONOSCI? SONO FANTOMIUS! O MEGLIO, IL SUO FANTASMA!
PER FORTUNA HO IL DISPOSITIVO ANTIGRAVITAZIONALE! INVENZIONE DI ARCHIMEDE, NATURALMENTE!

Duck Avenger pretends to be the ghost of **Fantomallard** in the story of Salati and Mazzon **PAPERINIK E L'ALTRO PAPERINO** (**DUCK AVENGER AND THE OTHER DONALD**).
In this strange adventure **Duck Avenger** is transferred by a inter-dimensional gate in an alternative reality where **Donald** after having inherit all the money of **Uncle Sgrooge**, dediced to not wear anymore the costume of **Duck Avenger**.

In the story of Mazzoleni and Asaro **PAPERINIK E IL RITORNO DI LÈBRICCONS** (**DUCK AVENGER AND THE RETURN OF LÈBRICCONS**) a minor and not very smart challenger of is introduced. His name was **Arsenio Lèbriccons** and he also during the 20s tried to made some robbery in a vain attempt to rival the gentleman thief and to impress **Dolly Paprika .**

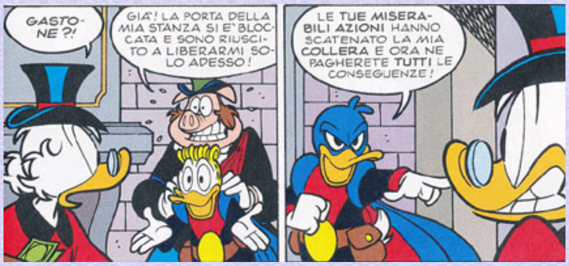


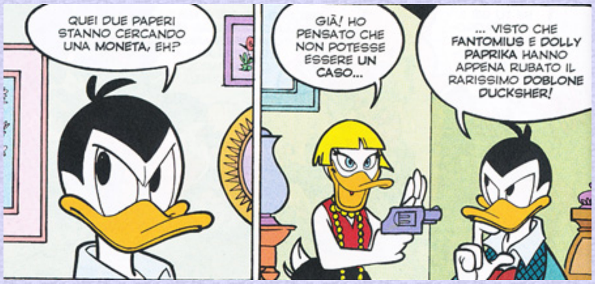



D-DICO SUL SERIO! IO MI CHIAMO LUCAS...
SVUOP
... E T'IMPLORO! BU-UUUH! NON FARMI MALE!
EH, EH! QUESTO SCHERZETTO FUNZIONA SEMPRE!

Also in this story **Duck Avenger** takes on the role of **Fantomallard** to unmask an heir of **Arsenio Lèbriccons** named **Lucas**- a cameraman of the Duck News-. This new Lèbriccons made several robbery which had been previously failed by his ancestor during the 20s with the purpose of bringing to the nowday pubblic the name of **Arsenio Lèbriccons**.

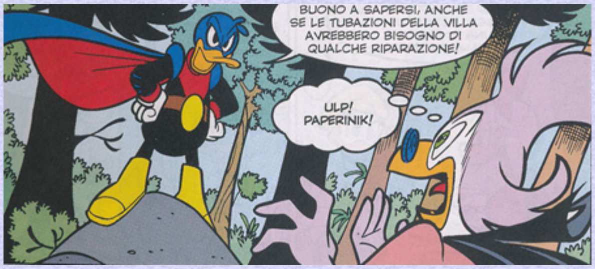
Both **Gladstone** and **Donald** are wearing the costume of **Fantomallard** in the story of Mazzoleni and De Lorenzi ***PAPERINIK COLPISCE ANCORA*** (***DUCK AVENGER STRIKES AGAIN***. In this adventure is also shown for the first time the Dismal Valley Manor one of the secret hideout of **Fantomallard**. Being an old fake-medieval castle we can image that it was laso made by the famous **Mad Duke** (**Duke Richard Quackett**) ancestor of **Lord John Quackett**.

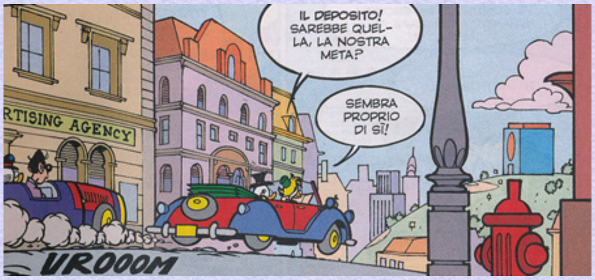

GASTONE?!
GIÀ! LA PORTA DELLA MIA STANZA SI È BLOCCATA E SONO RIUSCITO A LIBERARMI SOLO ADESSO!
LE TUE MISERABILI AZIONI HANNO SCATENATO LA MIA COLLERA E ORA NE PAGHERETE TUTTI LE CONSEGUENZE!


QUEI DUE PAPERI STANNO CERCANDO UNA MONETA, EH?
GIÀ! HO PENSATO CHE NON POTESSE ESSERE UN CASO...
... VISTO CHE FANTOMIUS E DOLLY PAPRIKA HANNO APPENA RUBATO IL RARISSIMO DOBLONE DUCKSHER!

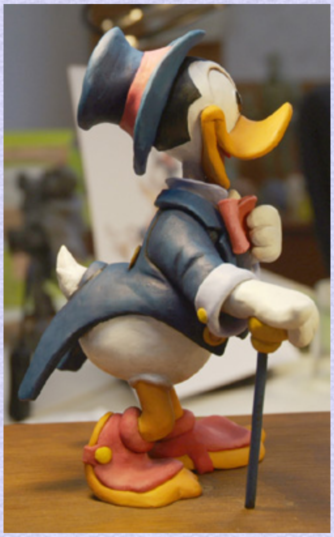
Lord Quackett and **Dolly Duck** are also shown by Bruno Enna and Paolo De Lorenzi in the second episode of the story **THE GREAT RACE** titled **THE PAST**. In this adventure In fact, some well known characters of Duckburg are involved by a strange elf named **Gin** in a car race through the time in order to find the place where has been hidden the stollen first dime **Scrooge**. Returning to late 20's, thus at the time of the gentleman thief, **Donald** and **Daisy** go to Villa Rose where they meet the true **Fantomallard** and **Dolly Paprika**.

In this story **Fantomallard** also meet the maniac **Mad Ducktor** alter ego split of **Gyro Gearloose** also him involved in the temporal car race.

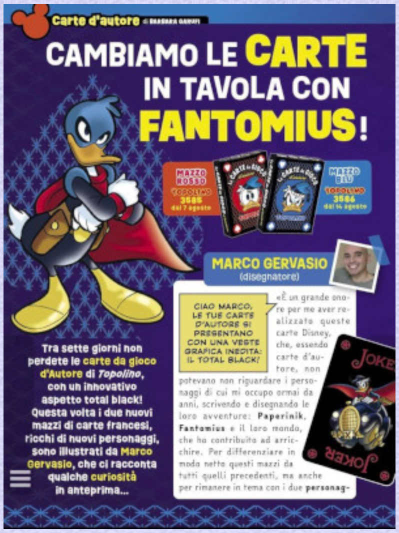

BUONO A SAPERSI, ANCHE SE LE TUBAZIONI DELLA VILLA AVREBBERO BISOGNO DI QUALCHE RIPARAZIONE!
ULP! PAPERINIK!


IL DEPOSITO! SAREBBE QUELLA, LA NOSTRA META?
SEMBRA PROPRIO DI SÌ!
RTISING AGENCY
VROOOM

Besides the reference to the saga of **Fantomallard** by Marco Gervasio, Bruno Enna e Paolo De Lorenzi also introduced in the story several references coming from some stories by Don Rosa as for instance the Money Bin in Duckburg already in the 1929 and the fact that **Scrooge** was not present in Duckburg in that period.



A very beautiful sculpture of **Lord Quackett** is created by the talented artist Giulio Golinelli. This awesome representation is part of the private collection of the Disney artist and writer Marco Gervasio who is the creator of the adventures of **Fantomallard** and **Dolly Paprika**.



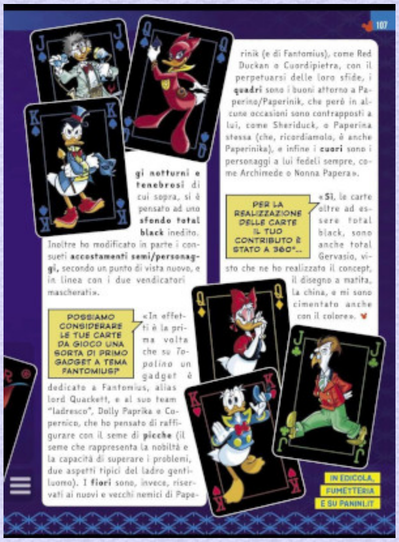
CAMBIAMO LE CARTE IN TAVOLA CON FANTOMIUS!

Tra sette giorni non perdete le carte da gioco d'Autore di *Topolino*, con un innovativo aspetto total black! Questa volta i due nuovi mazzi di carte francesi, ricchi di nuovi personaggi, sono illustrati da Marco Gervasio, che ci racconta qualche curiosità in anteprima...

MARCO GERVASIO
(disegnatore)

CIAO MARCO, LE TUE CARTE D'AUTORE SI PRESENTANO CON UNA VESTE GRAFICA INEDITA: IL TOTAL BLACK!

«È un grande onore per me aver realizzato queste carte Disney, che, essendo carte d'autore, non potevano non riguardare i personaggi di cui mi occupo ormai da anni, scrivendo e disegnando le loro avventure: **Paperinik**, **Fantomius** e il loro mondo, che ho contribuito ad arricchire. Per differenziare in modo netto questi mazzi da tutti quelli precedenti, ma anche per rimanere in tema con i due



personaggi notturni e tenebrosi di cui sopra, si è pensato ad uno **sfondo total black** inedito. Inoltre ho modificato in parte i consueti **accostamenti semi/personaggi**, secondo un punto di vista nuovo, e in linea con i due vendicatori mascherati».

POSSIAMO CONSIDERARE LE TUE CARTE DA GIOCO UNA SORTA DI PRIMO GADGET A TEMA FANTOMIUS?

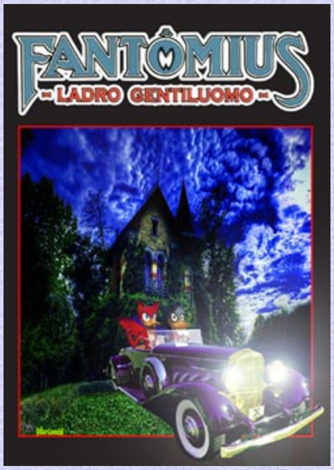
«In effetti è la prima volta che su *Topolino* un gadget è dedicato a Fantomius, alias lord Quackett, e al suo team "ladresco", Dolly Paprika e Copernico, che ho pensato di raffigurare con il seme di **picche** (il seme che rappresenta la nobiltà e la capacità di superare i problemi, due aspetti tipici del ladro gentiluomo). I **fiori** sono, invece, riservati ai nuovi e vecchi nemici di Paperinik (e di Fantomius), come Red Duckan o Cuordipietra, con il perpetuarsi delle loro sfide, i **quadri** sono i buoni attorno a Paperino/Paperinik, che però in alcune occasioni sono contrapposti a lui, come Sheriduck, o Paperina stessa (che, ricordiamolo, è anche Paperinika), e infine i **cuori** sono i personaggi a lui fedeli sempre, come Archimede o Nonna Papera».

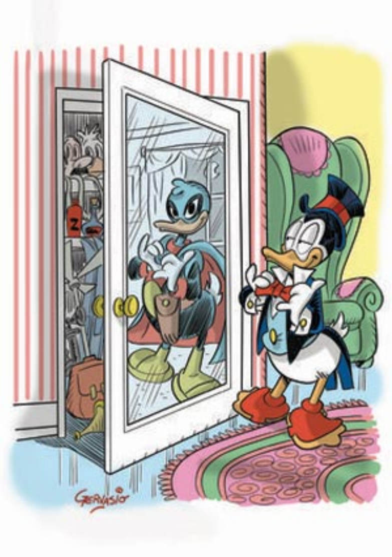
PER LA REALIZZAZIONE DELLE CARTE IL TUO CONTRIBUTO È STATO A 360°...

«**Sì**, le carte oltre ad essere total black, sono anche total Gervasio, visto che ne ho realizzato il concept, il disegno a matita, la china, e mi sono cimentato anche con il colore».

In the August of 2024 two splendid decks of cards designed by Marco Gervasio are released as an attachment to italian comic book TOPOLINO, in some of these cards various characters linked to **Fantomallard** are represented.

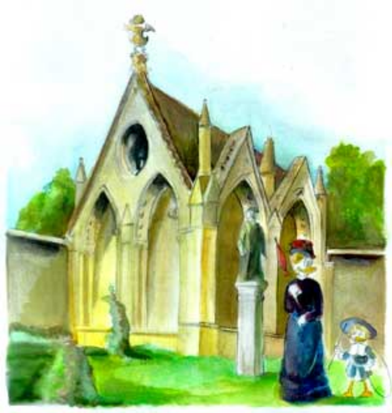
Fabrizio Milovich made this beautiful cover Definitive Collection style dedicated to **Fantomallard** and **Dolly Paprika**.

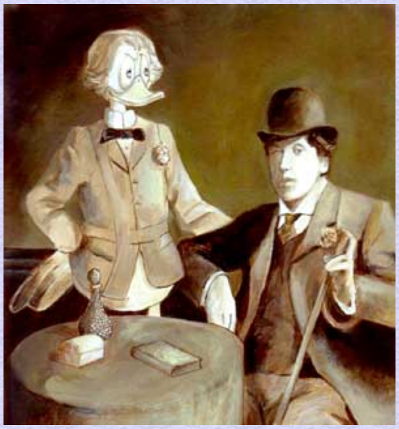




Marco Gervasio made this awesome drawing with **Lord Quackett** and **Fantomallard** for a Greek Fanzine.

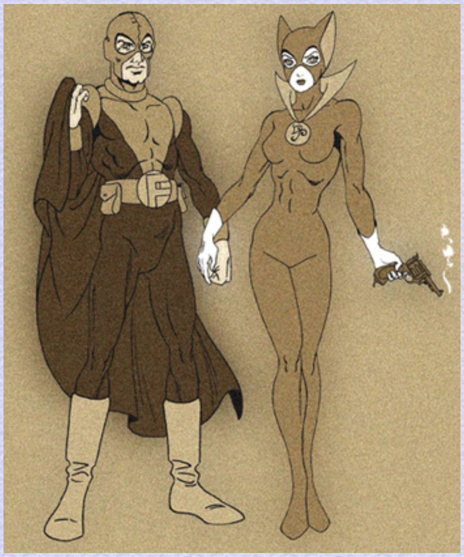
In this nice acrylic painting, the Italian artist Andrea Cipolla hypothesizes a very young **Lord Quackett** together with his mother walking near the family mausoleum in England at the end of the 1800s.

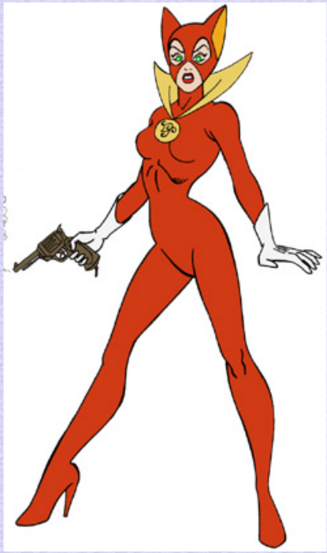


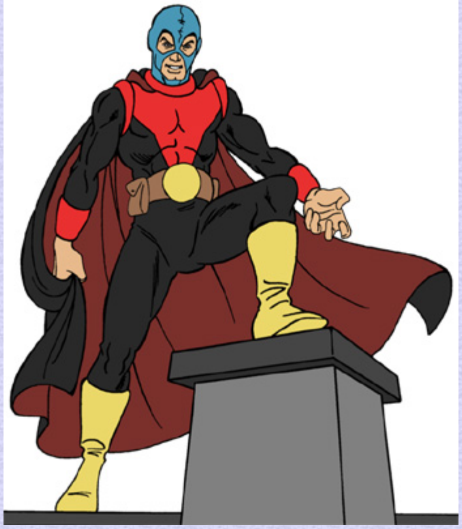


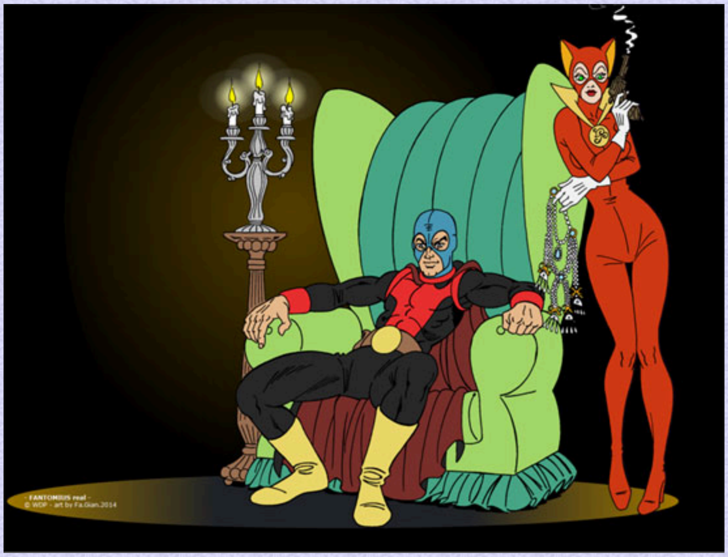
In this interesting painting the same Andrea Cipolla shows a teenage **Lord Quackett** photographed together with the Irish author **Oscar Wilde**, a scene which could takes place in Cannes in 1899.

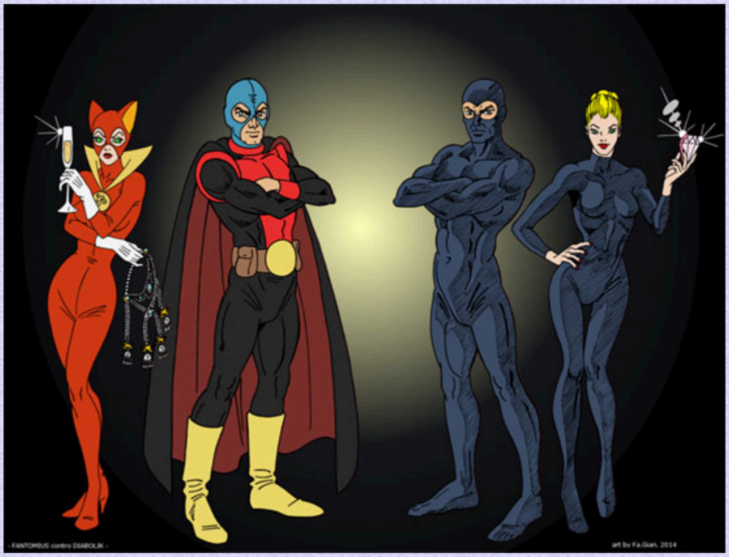
A very beautiful representation of **Fantomallard** and **Dolly Paprika** in a possible human variant in the style of some comics noir character of the 60s has been created by the brillant artist FaGian.
These and others Disney related representation are visible on this website http://fagian.deviantart.com/





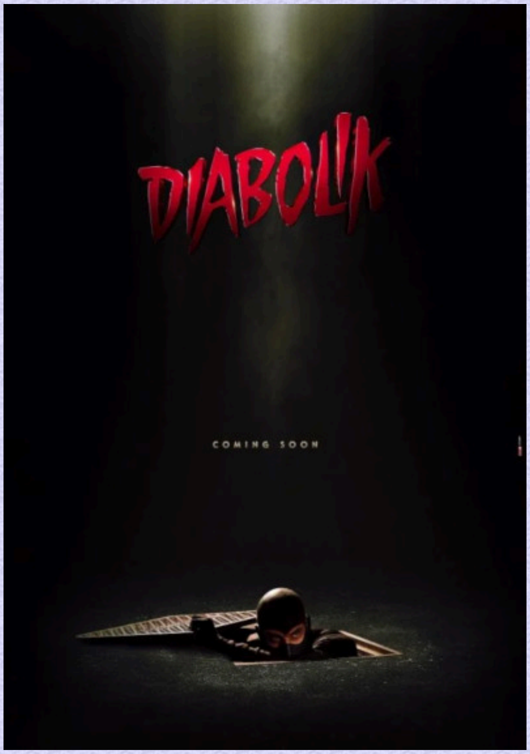


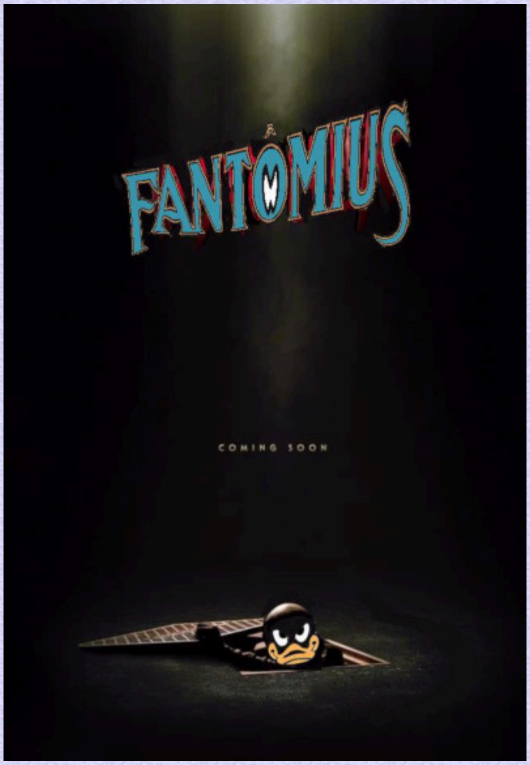

- FANTOMIUS reali -
© WDP - art by Fa.Gian.2014

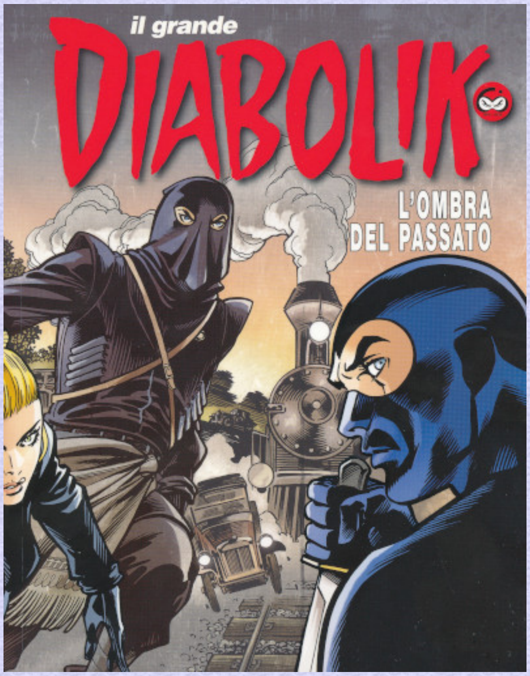

- FANTOMIUS contro DIABOLIK -
art by Fa.Gian. 2014

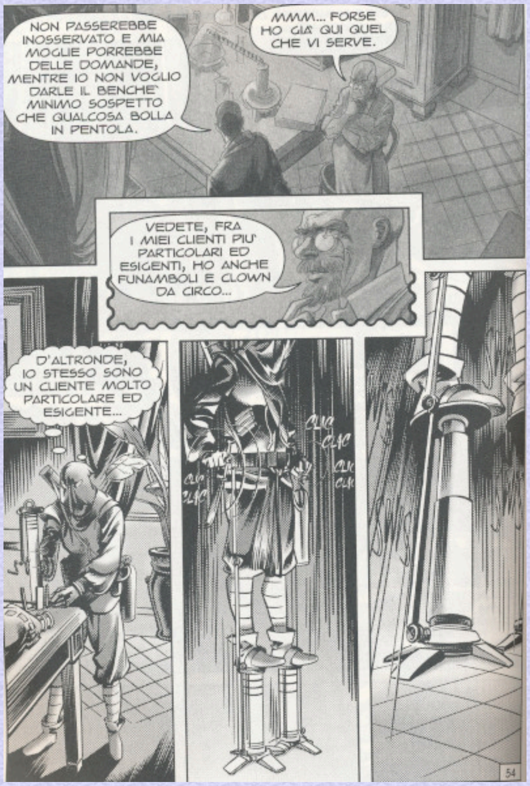
From the website of FaGian are also these awesome drawings with **Fantomallard** and **Dolly Paprika** with the armchair in Villa Rose and compared to other famous thiefs of the italian comics; **Diabolik** and **Eva Kant**.

On the occasion of the release of the film **DIABOLIK** broadcast in Italy in 2020, Marco Gervasio is inspired by the poster of the film to draw the one dedicated to **FANTOMALLARD**.

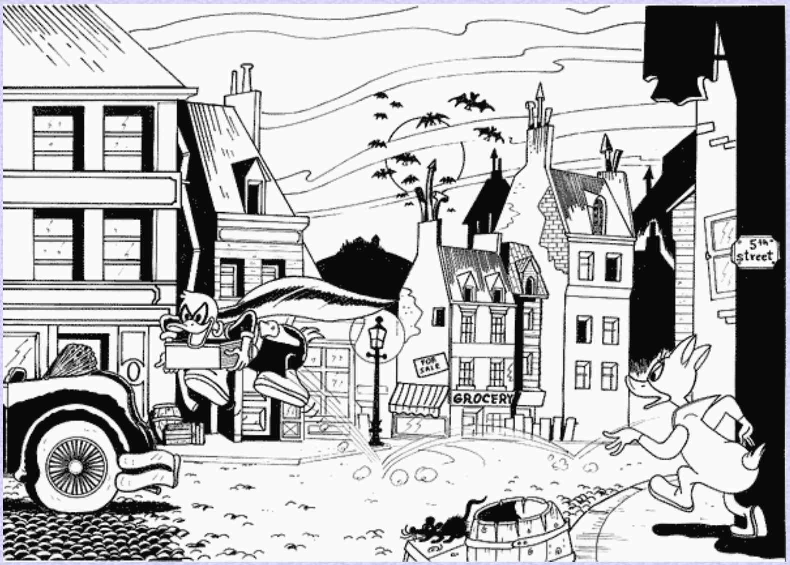

DIABOLIK
COMING SOON


FANTOMIUS
COMING SOON


il grande
DIABOLIK
L'OMBRA DEL PASSATO


NON PASSEREBBE INOSSERVATO E MIA MOGLIE PORREBBE DELLE DOMANDE, MENTRE IO NON VOGLIO DARLE IL BENCHE' MINIMO SOSPETTO CHE QUALCOSA BOLLA IN PENTOLA.
MMM... FORSE HO GIA' QUI QUEL CHE VI SERVE.
VEDETE, FRA I MIEI CLIENTI PIU' PARTICOLARI ED ESIGENTI, HO ANCHE FUNAMBOLI E CLOWN DA CIRCO...
D'ALTRONDE, IO STESSO SONO UN CLIENTE MOLTO PARTICOLARE ED ESIGENTE...
CLIC
CLIC
CLIC
CLIC
CLIC
CLIC
54

In the 2022 on the italian comic **IL GRANDE DIABOLIK** (**THE BIG DIABOLIK**) a story titled **THE SHADOW OF THE PAST** introduces a sort of "proto-Diabolik", a masked thief, named **the Shadow** who act during the 20s. This villain who remind the **Fantomas** of the early novels, it seems also based on the Gervasio character of **Fantomallard**. This for the historical period in which he acts, for some of his special gadgets and for for an inventor friend who creates the devices used during the thefts.


5th street
FOR SALE
GROCERY

DUCKBURG IN THE 20s

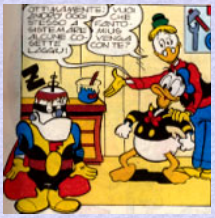
This drawing shows the gentleman thief **Fantomallard** and his girlfriend **Dolly Paprika** during one of their bold robbery actions, carried out in a suggestive full moon night in Duckburg's downtown during the early 1900s.
On this drawing was chosen to represent the "killmotors" hill with the remains of Fort Duckburg then in accordance with the stories of Carl Barks according to which the famous Money Bin on the Duckburg hill was built by **Scrooge** only in the 50s.

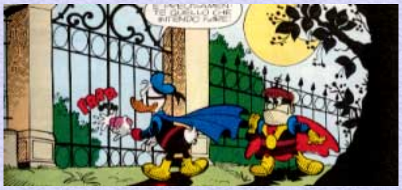
n France in 2022, issue 11 of the magazine PICSOU SOIR publishes an interesting article by Simone Cavazzuti on the origins of **Fantomallard** and the related saga of Marco Gervasio.

PICSOU SOIR
N°11
ÉTÉ 2022
FANTOMIUS COURT-IL TOUJOURS ?

The article entitled **FANTOMIUS COURT-THE TOUJOURS?** describes the first **Duck Avenger** stories in which **Fantomallard** is mentioned and the subsequent interpretations of the character by Marco Gervasio and in some Danish stories.

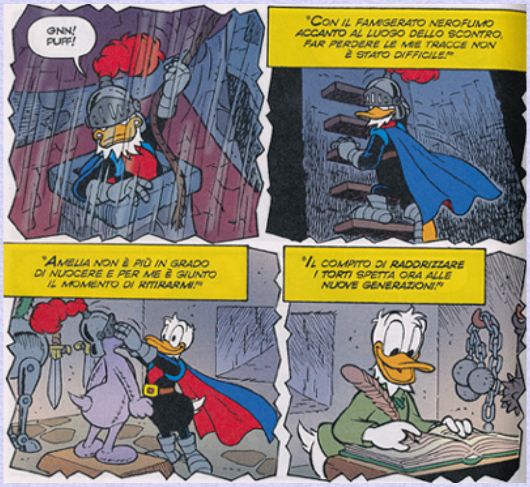
DUCK STORY
FANTOMIUS COURT-IL TOUJOURS ?

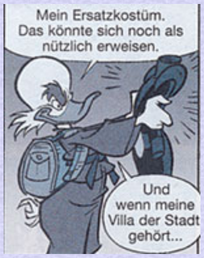

OTTIMAMENTE! ANDRÒ OGGI STESSO A SISTEMARE ALCUNE COSETTE LAGGIÙ!
VUOI CHE FANTOMIUS VENGA CON TE?


È PRECISAMENTE QUELLO CHE INTENDO FARE!

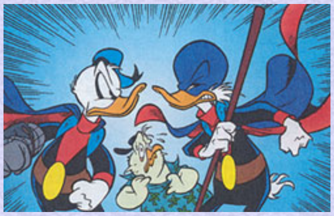
Even if it has nothing to do with the real **Fantomallard**, there is a strange curiosity in Martina's story ***LA RISPOSTA DI PAPERINIK*** (***DUCK AVENGER's ANSWER***) published in the Italian comic **PAPERINO MESE n° 138** December 1991, where **Duck Avenger** is helped in one of his missions by a strange small robot built by **Gyro**.
This mechanical man "who looks like Frankenstein", wore a **Duck Avenger**-like costume with the letter **F** on the chest. And he is called **Fantomallard** by his creator.

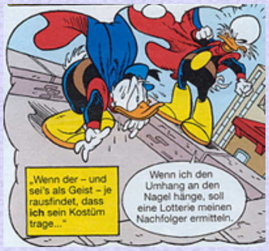
An Historical parody of **Fantomallard** and **Duck Avenger** it is shown by Gabriele Panini e Alessandro Del Conte in the story ***PAPERINIK DEI TEMPI OSCURI- IL RITORNO DEL CAVALIERE VENDICATORE* TOP. 2280** (DUCK AVENGER OF THEDARK AGE- THE RETURN OF THE AVENGER KNIGHT.
In this parody, placed around the 1000 AD in the Britain county of Duckshire, a misterious **Avenger Knight** wearing a costume similar to the one of **Fantomallard** was fighting against the malefic **Magica the which**.
Like **Fantomallard** also the **Avenger Knight** has an hide secret hideout, he use special devices and he wrote his memoirs on a diary.
Of course also in this case the secret hideout, the diary and the costume of the **Avenger Knight** were found many years later by **Donaldin** whom decided to imitate the deeds of the **Avenger Knight** fighting against the **Magica the which** also with the help of his friend and inventor **Gyrus**.


GNN! PUFF!
"CON IL FAMIGERATO NEROFUMO ACCANTO AL LUOGO DELLO SCONTRO, FAR PERDERE LE MIE TRACCE NON È STATO DIFFICILE!"
"AMELIA NON È PIÙ IN GRADO DI NUOCERE E PER ME È GIUNTO IL MOMENTO DI RITIRARMI!"
"IL COMPITO DI RADDRIZZARE I TORTI SPETTA ORA ALLE NUOVE GENERAZIONI!"

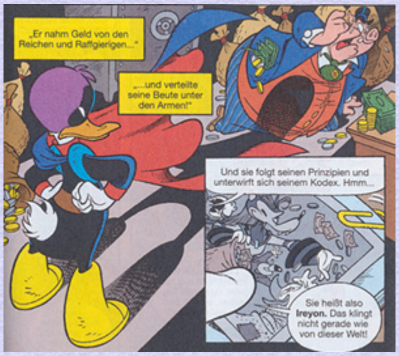

Mein Ersatzkostüm. Das könnte sich noch als nützlich erweisen.
Und wenn meine Villa der Stadt gehört...

A modern version (**PK** style) of **Fantomallard** is shown in the Danish story **THE LEGACY** published in 2005. In this adventure, after several years of isolation in an oriental monastery where he went through martial arts training, the gentleman thief comes back to Duckburg as an old master to know and train the mysterious **Duck Avenger** who has become his heir.



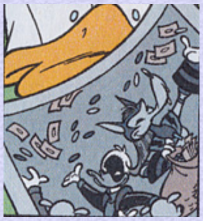

„Wenn der – und sei's als Geist – je rausfindet, dass ich sein Kostüm trage..."
Wenn ich den Umhang an den Nagel hänge, soll eine Lotterie meinen Nachfolger ermitteln.

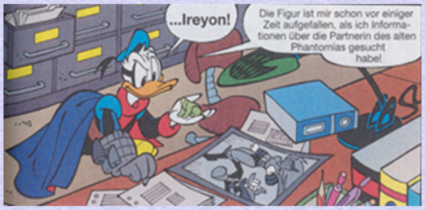
Two short flashback of this "Macrocephalus" variant of **Fantomallard** are shown in the Danish story ***SOUND AND FURY*** and ***MISTAKEN IDENTITY***.


„Er nahm Geld von den Reichen und Raffgierigen..."
„...und verteilte seine Beute unter den Armen!"
Und sie folgt seinen Prinzipien und unterwirft sich seinem Kodex. Hmm...
Sie heißt also Ireyon. Das klingt nicht gerade wie von dieser Welt!

Another Flashback of this **Fantomallard** is shown again in another Danish story titled **HOT CHEMISTRY**. In this strange adventure **Duck Avenger** remind his previous encounter with **Fantomallard**. A memory album or one of the gentleman thief's diary with an old photo of **Fantomallard** it is also shown.
In this story an alternative and too much politically correct version of **Fantomallard**; is given. He was basically a second "**Robin Hood**" who robbed from the rich to give to the poor.

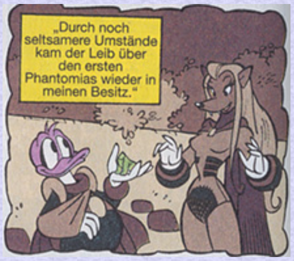
Very interesting in this adventure is the mysterious character of **Ireyon** who despite her young aspect seems to have been a helper of **Fantomallard** during the years of his activity. The images of **Ireyon** (she looks like a fox) is present in one of the photos found by **Donald** in Villa Rose. It is not clear who this character really is, maybe another friend of **Fantomallard** or she could be and alternative variant of **Dolly Paprika** or **Lady Mustard** created by the Danish writer. And why she is still so young despite she was acting many years ago with **Fantomallard**? This doubful is still in the mind of **Duck Avenger** at the end of the story.

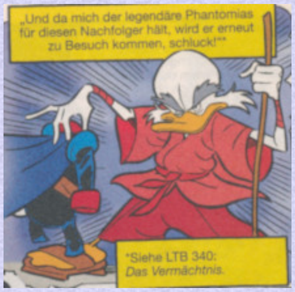



...Ireyon!
Die Figur ist mir schon vor einiger Zeit aufgefallen, als ich Informationen über die Partnerin des alten Phantomias gesucht habe!

The **Ireyon** mistery is revealed in another Danish story titled **ONCE UPON A TIME...URGH!**. **Duck Avenger**, in this strange story placed between the past and the present, discovers that **Ireyons** was born 5000 years ago in an Assyrian-Babilonian style civilization. Her immortality coming from a magic jade statuette in the shape of a young wolf. This stauette was stollen by **Ireyons** to the powerful king and sorcerer of the ancient city of Urgh.

The statuette was broken in three pieces used or sold by **Ireyons** during her long immortal life. The body of the jade statuette was found by **Fantomallard** when **Ireyon** was his partner. This part was later found, together other elements, by **Donald** in Villa Rose. The stauette's head was placed in the Duckburg's museum. The tail of the statuete was instead keeped by **Ireyon** as an amulet. After several adventures and time trips between the past and the present the two masked "heroes" put together the statuette elements and defeat (in the past) the terrible king sorcerer. In this story **Ireyon** detectes the true identity of **Duck Avenger** and she thus becomes his partner as she already was in the past helper of **Fantomallard**.


„Durch noch seltsamere Umstände kam der Leib über den ersten Phantomias wieder in meinen Besitz."


„Und da mich der legendäre Phantomias für diesen Nachfolger hält, wird er erneut zu Besuch kommen, schluck!"*
*Siehe LTB 340: *Das Vermächtnis.*

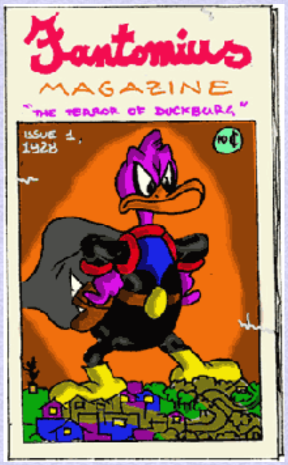
Another flash-back of the "macrocephalus" version of **Fantomallard** it is shown again in the Danish story **DER PECHONATOR** published in Geramny in the comic pocket **Lustiges Taschenbuch n. 511**. In this adventure the scenario and the **Donald Duck** alter ego are a mix between the classical and futuristic variant (**PK**) of **Duck Avenger**.

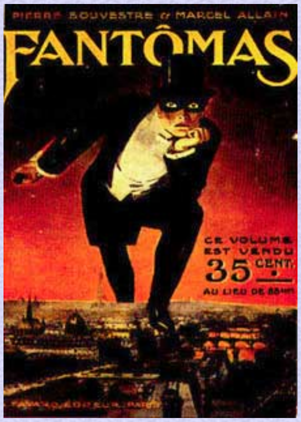
Copyright Produzione Da. Ma. Srl

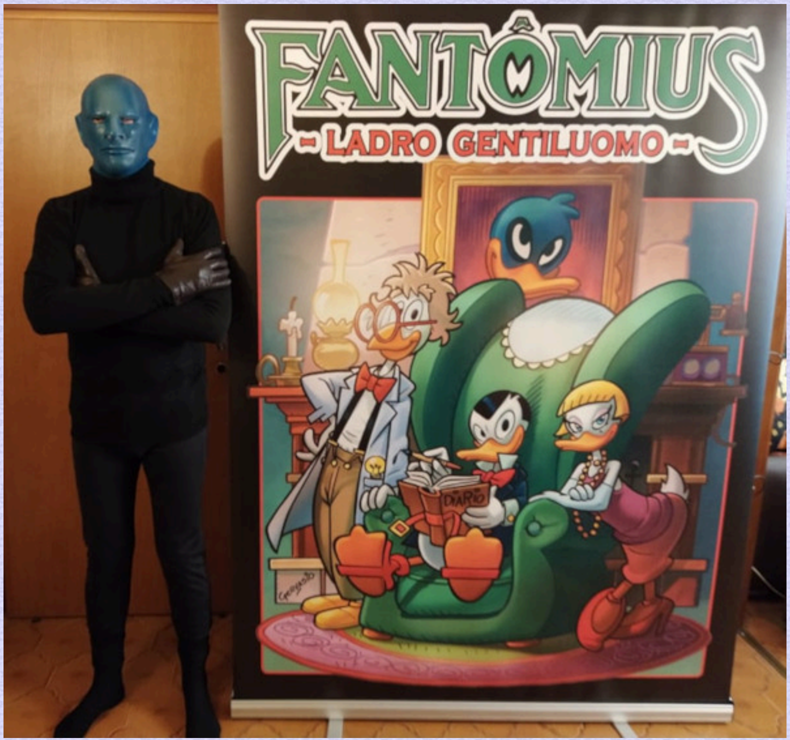
Because of his name and his dark mask who hid his true identity, the character of **Fantomallard** takes reference from the smart criminal **Fantomas** created in 1911 by the French writers Pierre Souvestre and Marcel Allain. After a long series of novelles and mute films, realized from 1911 to 1930, **Fantomas** came back into the European public eye during the middle 60s because of a funny movie trilogy well acted by the unforgettable actor Louis De Funés who played the police inspector **Juvé**, tireless enemy of **Fantomas**. Furthermore an interesting but less known TV series in four episodies, has been realized in 1979/1980 by a French-German co-production.

Copyright Antenne 2/Hamster Films

An interesting comparison between **Fantomas** and **Fantomallard** was drawn by Dario Brugnone of Genova Italy. Taking reference from the cover of the first **Fantomas** novel of 1911, he created this fascinating drawing, showing a hypothetical **Fantomallard** adventure located in the city of Duckburg in 1928 and properly titled "*The terror of Duckburg*".


Fantomius
MAGAZINE
"THE TERROR OF DUCKBURG"
ISSUE 1
1928


PIERRE SOUVESTRE & MARCEL ALLAIN
FANTÔMAS
CE VOLUME EST VENDU 35 CENT. AU LIEU DE 65


FANTÔMIUS
- LADRO GENTILUOMO -

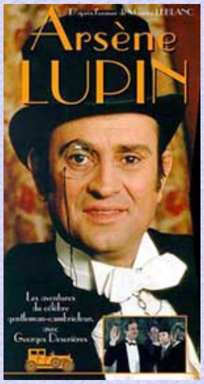
FANTOMAS and FANTOMALLARD
Roll-up of the cover of the **PANINI DEFINITIVE COLLECTION** n.1 second reprint compared with **Fantomas**.

FANTÔMAS
- LADRO ... NTILUO

Marco Gervasio meets **FANTOMAS** during the Torino Comics in 2022.

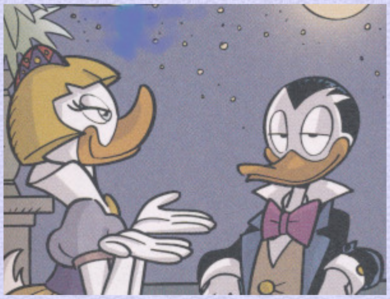
FANTÔMAS
- LADRO ... NTILUO

The director of italian comic book TOPOLINO Alex Bertani meets **FANTOMAS** during the Torino Comics in 2025.

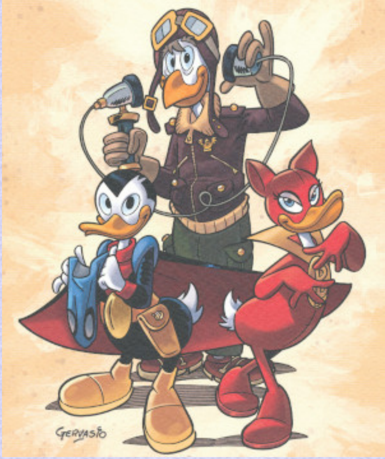


Fantomas is for sure an elusive thief, but is not much of a gentleman. The nobil side the personality of Villa Rose's owner **Fantomallard** comes from the gentleman thief *par excellence* **Arsène Lupin**, created by the French writer Maurice Leblanc in 1905, who came back into the public eye during the 70s because of a lucky TV serial elegantly acted by French actor, Georges Descrières.

TOP



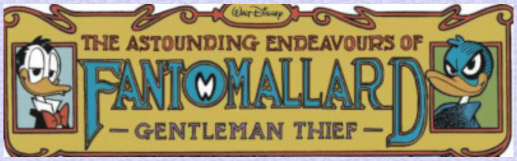
The astounding endeavours of Fantomallard -Gentleman Thief-

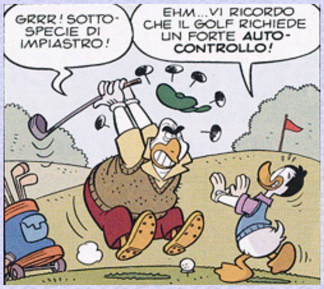


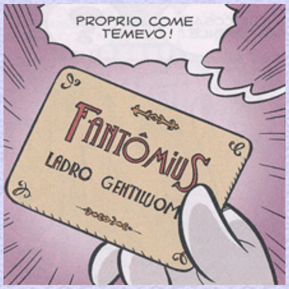
Page with soundtrack

The Phantom of the Opera
by Andrew Lloyd Webber

On the Italian Disney comic book **TOPOLINO n. 2972** November 2012 the saga dedicated to the adventures of **Fantomallard** it is for the first time published. These stories created by the good Duaney artist and writer Marco Gervasio are titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-***. All these adventures taking place in the first decades of the 1900 and their shown some of the most remarkable ventures, sometimes even with a decidedly mythological and legendary flavour, of **Fantomallard** and **Dolly Paperika**. A sort of "Iliad, Odyssey and Arthurian cycle" dedicated to the gentleman thief from Duckburg in which philological and plausible elements of his history and life time are mixed with mythical-legendary events. These adventures are show in a perfect old style and with several references to famous characters from letterature and history comics like **Fantomas**, **Arsène Lupin**, **Diabolik**, **Zorro**, etc..
This adventure is well devellopped at it shows accurate representation of the outfit and location of that period. Very interesting are also some of the **Fantomallrd**'s machinery "Steam Punk" style which remind the one used at the end of the 19th century in the famous TV serial and relevant movie **Wild Wild West**

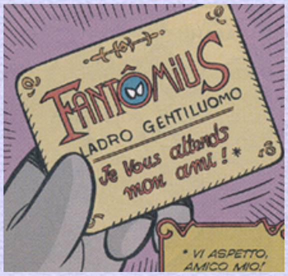



GRRR! SOTTO-SPECIE DI IMPIASTRO!
EHM... VI RICORDO CHE IL GOLF RICHIEDE UN FORTE AUTO-CONTROLLO!



The first adventure of this saga is titled ***THE PINK MOUNT***. In this story the double identity of the smart gentleman thief is shown. He pretend to be awkward and meddler when he is **Lord Quackett** but he is smart and synister avenger when he act as **Fantomallard**. On a frame of this story it is also shows the **Fantomallard**'s business card wich it is sometimes left as signature of his robbery.

A more colorful variat of **Fantomallard**'s business card it is shown in the adventure ***BRUTFAGOR***. In this case in the card is also printed the french write *Je Vous attends mon ami !* (I'm waiting for you my friend!) having **Fantomallard** left this card (after the robbery of the **Brutfagor**'s mask inside the Louvre museum) as a challenge to the belgian detective **Hercule Paperot** who intend to reach Duckburg to capture the misterious gentleman thief **Fantomallard**.



This first story of the **Fantomallard** saga is also correlate by a very interesting interview made by Barbara Garufi to the stories' author Marco Gervasio. The six page of the article are correlated with new drawing and general news about the main characters of the saga and historical information about the origin and the first appearance of **Fantomallard** in the Guido Martina's Italian Disney stories during the late 60s early 70s.

IL RITORNO DI FANTOMIUS

VI È PIACIUTA LA STORIA CHE AVETE APPENA LETTO? ALLORA SCOPRITE TUTTE LE CURIOSITÀ SU FANTOMIUS, CHE È STATO MOTIVO D'ISPIRAZIONE PER PAPERINIK! A TU-PER-TU CON L'AUTORE MARCO GERVASIO!

Testo di Barbara Garufi
Disegni di Marco Gervasio

GERVASIO 012

Per **Fantomius** anche i ricchi piangono! Il ladro gentiluomo, nato sulle pagine di *Topolino* insieme a Paperinik, torna alla ribalta con altre **tre storie nuove** che troverete nei prossimi numeri. Non perdeteli.

INTERVISTA A MARCO GERVASIO

Marco, hai da sempre il "pallino" per Fantomius: perché ti piace questo personaggio?

«**Mi è sempre piaciuto tutto ciò che è misterioso, segreto e fantastico, e che magari fa un po' paura.** Fantomius racchiude in sé tutte queste caratteristiche: una figura mascherata di cui non si conosce l'identità, che negli anni '20 compie furti rocamboleschi con trucchi fantasmagorici prendendosi gioco della polizia, incutendo timore senza mai usare armi. **Fantomius ha un po' di Arsène Lupin e Diabolik, ma anche di Fantômas** (da cui prende il nome) **e Robin Hood.** È un personaggio Disney "fuori dagli schemi" e proprio per questo molto intrigante: **Fantomius è un ladro, gentiluomo ma pur sempre un ladro!**»

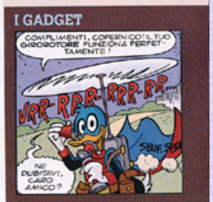
Appartieni alla generazione cresciuta a "pane e Paperinik": quanto hanno influito le letture di bambino sulle tue storie dedicate a Fantomius?

«Paperinik e Fantomius nascono insieme sulle pagine di *Topolino*. **Paperino trova a Villa Rosa, antica residenza del ladro gentiluomo, il suo costume e il diario con le sue avventure e i suoi trucchi, e decide di emularlo diventando Paperinik.** Da quel momento, il grande Martina (autore delle prime storie) ci racconta le avventure di Paperinik, ma non scava più a fondo nella figura misteriosa di Fantomius. Ci dà solo notizia nella seconda storia di una **fidanzata, nonché compagna di furti, chiamata Dolly Paprika.** Ecco come è stata stuzzicata la mia curiosità di bambino. E come la mia, immagino anche quella di molti lettori. Dunque, non appena ne ho avuto il modo, ho provato a soddisfarla.»

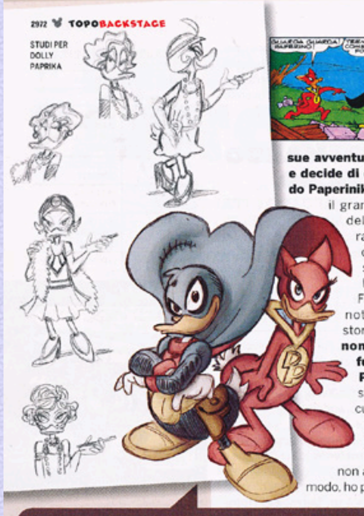
CARTA D'IDENTITÀ

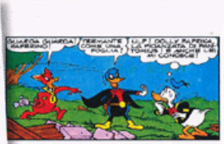
NOME	FANTOMIUS
DATA DI NASCITA	1969
CREATORE	GUIDO MARTINA, GIOVAN BATTISTA CARPI ED ELISA PENNA
ALTER EGO	LORD LAMONT JOHN QUACKETT
RESIDENZA	VILLA ROSA, PAPEROPOLI
ALLEATI	DOLLY PAPRIKA, COMPAGNA-COMPLICE
PROFESSIONE	LADRO GENTILUOMO

I GADGET


COMPLIMENTI, COPERNICO! IL TUO GIROROTORE FUNZIONA PERFETTAMENTE!
VRR-RRR-RRR-RR...
NE DUBITAVI, CARO AMICO?
SBUF SBUF

I marchingegni di Fantomius trovati da Paperino sono il **costume** con incorporato il tascabil-paracadute ad apertura progressiva, gli **stivaletti a molla**, la **lucerna ipnotica**, la **candela doppio effetto** cera/dinamite, il **fungo friggitore**, lo **spray corrosivo** a effetto istantaneo e probabilmente anche il **dormi sodo** e la **bomba fumogena.** Non mancano le **maschere in gomma** per impersonificare vari individui.


STUDI PER DOLLY PAPRIKA

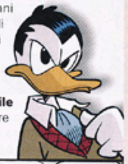

GUARDA GUARDA! PAPERINO!
TREMANTE COME UNA FOGLIA!
UF! DOLLY PAPRIKA, LA FIDANZATA DI FANTOMIUS! E ANCHE LEI MI CONOSCE!

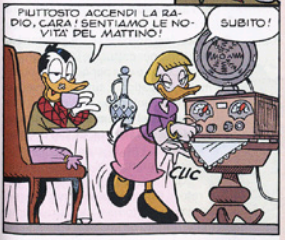
Differenze e analogie tra Paperinik e Fantomius, per i giovani lettori...

«Di getto potrei rispondere che **Paperinik è un supereroe, Fantomius un ladro,** anche se la differenza tra i due non è così netta. Paperinik, nato come diabolico vendicatore delle angherie subite da Paperino, nella prima avventura dichiara di iniziare la "sua carriera di ladro", poi pian piano cambia modi di agire diventando a tutti gli effetti il **supereroe di Paperopoli,** il paladino della giustizia che combatte i criminali. **Fantomius invece è il "criminale" più ricercato dalla polizia** (o almeno dal commissario Pinko). E questa è la caratteristica più affascinante del personaggio. Infatti, **se anche Fantomius regala una parte dei suoi furti ai poveri, l'altra parte la tiene per sé** (e per i suoi compagni). Dunque è un ladro a tutti gli effetti, anche se poi talvolta (ma non sempre e per forza) i ricchi a cui ruba sono antipatici e con le mani sporche.»

Nelle quattro puntate ti focalizzi sull'alter ego di Fantomius, Lord Lamont John Quackett, che avevi introdotto nella storia *Paperinik e il passato senza futuro* attingendo ai ritratti che compaiono nella storia *Paperinik e il ritorno a Villa Rosa*...

«In realtà **ho inventato il nome dell'alter ego di Fantomius (Lord John Quackett)** nella mia prima storia *Paperinik e l'ombra di Fantomius* (in cui la maestra lo nomina a Qui, Quo e Qua), **stabilendo dunque che egli fosse un nobile.** Poi, non so come, né da chi, **è stato aggiunto il nome Lamont!** Come fisionomia non avevo alcun riferimento (se non i ritratti di Fantomius con la maschera): ho valutato l'epoca d'azione (i primi anni '20) e mi sono regolato di conseguenza con i capelli impomatati e l'abbigliamento. **Ma la cosa fondamentale è stata differenziarlo il più possibile da Paperino** per non creare confusione nel lettore.»



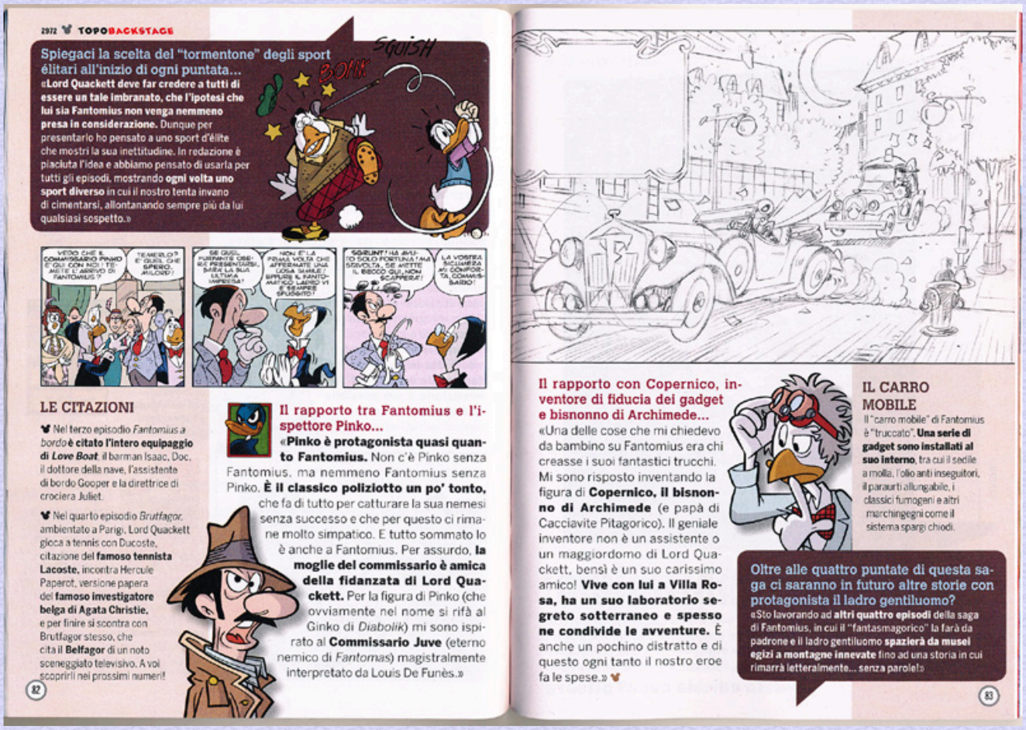

PIUTTOSTO ACCENDI LA RADIO, CARA! SENTIAMO LE NOVITÀ DEL MATTINO!
SUBITO!
CLIC

I DIARI DI FANTOMIUS

Il **primo diario**, trovato per caso da Paperino sotto una poltrona di Villa Rosa nella storia *Paperinik il diabolico vendicatore*, svela la **doppia identità** del ladro gentiluomo: "Riuscii sempre a eludere la polizia, grazie ai segreti di Villa Rosa, che mi consentivano di condurre una doppia vita...". "...di giorno dormivo e di notte rubavo, in questo modo mi vendicavo dei ricchi che mi disprezzavano giudicandomi un fannullone".

Nel **secondo diario,** venuto alla luce nella storia *Paperinik e il ritorno a Villa Rosa*, Fantomius descrive in maniera più dettagliata i **vari marchingegni e trabocchetti** presenti nei sotterranei della villa.

Nel **terzo diario,** trovato da Paperino sempre a Villa Rosa nella storia *Paperinik e l'estate a Villa Lalla*, **Fantomius svela l'esistenza di un terzo rifugio:** quello estivo di **Villa Lalla,** situato nella Baia delle Dune in località Boscofitto, nella parte nord della Baia di Paperopoli. Il secondo rifugio è la **casa dell'Ermellino** situato nella zona delle Montagne Ombrose, a molte miglia da Paperopoli, secondo la storia *Paperinik contro le Giovani Marmotte*.



2972 TOPOBACKSTAGE

Spiegaci la scelta del "tormentone" degli sport élitari all'inizio di ogni puntata...

«**Lord Quackett deve far credere a tutti di essere un tale imbranato, che l'ipotesi che lui sia Fantomius non venga nemmeno presa in considerazione.** Dunque per presentarlo ho pensato a uno sport d'élite che mostri la sua inettitudine. In redazione è piaciuta l'idea e abbiamo pensato di usarla per tutti gli episodi, mostrando **ogni volta uno sport diverso** in cui il nostro tenta invano di cimentarsi, allontanando sempre più da lui qualsiasi sospetto.»

BONK
SQUISH
VEDO CHE IL COMMISSARIO PINKO E' QUI CON NOI! TEMETE L'ARRIVO DI FANTOMIUS?
TEMERLO? E' QUEL CHE SPERO, MILORD!
SE QUEL FURFANTE OSERÀ PRESENTARSI, SARA' LA SUA ULTIMA IMPRESA!
NON E' LA PRIMA VOLTA CHE AFFERMATE UNA COSA SIMILE! EPPURE IL FANTOMATICO LADRO VI E' SEMPRE SFUGGITO!
SGRUNT! HA AVUTO SOLO FORTUNA! MA STAVOLTA, SE METTE IL BECCO QUI, NON SCAPPERA'!
LA VOSTRA SICUREZZA MI CONFORTA, COMMISSARIO!

LE CITAZIONI

- Nel terzo episodio *Fantomius a bordo* **è citato l'intero equipaggio di *Love Boat***, il barman Isaac, Doc, il dottore della nave, l'assistente di bordo Gooper e la direttrice di crociera Juliet.
- Nel quarto episodio *Brutfagor*, ambientato a Parigi, Lord Quackett gioca a tennis con Ducoste, citazione del **famoso tennista Lacoste**, incontra Hercule Paperot, versione papera del **famoso investigatore belga di Agata Christie**, e per finire si scontra con Brutfagor stesso, che cita il **Belfagor** di un noto sceneggiato televisivo. A voi scoprirli nei prossimi numeri!

Il rapporto tra Fantomius e l'ispettore Pinko...

«**Pinko è protagonista quasi quanto Fantomius.** Non c'è Pinko senza Fantomius, ma nemmeno Fantomius senza Pinko. **È il classico poliziotto un po' tonto,** che fa di tutto per catturare la sua nemesi senza successo e che per questo ci rimane molto simpatico. E tutto sommato lo è anche a Fantomius. Per assurdo, **la moglie del commissario è amica della fidanzata di Lord Quackett.** Per la figura di Pinko (che ovviamente nel nome si rifà al Ginko di *Diabolik*) mi sono ispirato al **Commissario Juve** (eterno nemico di *Fantomas*) magistralmente interpretato da Louis De Funès.»

82

Il rapporto con Copernico, inventore di fiducia dei gadget e bisnonno di Archimede...

«Una delle cose che mi chiedevo da bambino su Fantomius era chi creasse i suoi fantastici trucchi. Mi sono risposto inventando la figura di **Copernico, il bisnonno di Archimede** (e papà di Cacciavite Pitagorico). Il geniale inventore non è un assistente o un maggiordomo di Lord Quackett, bensì è un suo carissimo amico! **Vive con lui a Villa Rosa, ha un suo laboratorio segreto sotterraneo e spesso ne condivide le avventure.** È anche un pochino distratto e di questo ogni tanto il nostro eroe fa le spese.»

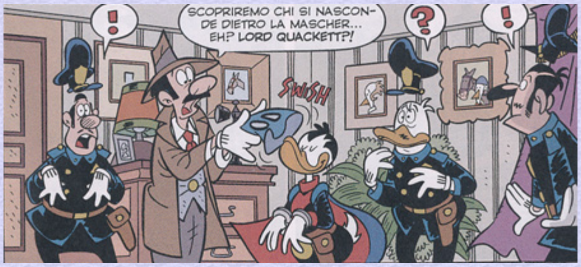
IL CARRO MOBILE

Il "carro mobile" di Fantomius è "truccato". **Una serie di gadget sono installati al suo interno**, tra cui il sedile a molla, l'olio anti inseguitori, il paraurti allungabile, i classici fumogeni e altri marchingegni come il sistema spargi chiodi.

Oltre alle quattro puntate di questa saga ci saranno in futuro altre storie con protagonista il ladro gentiluomo?

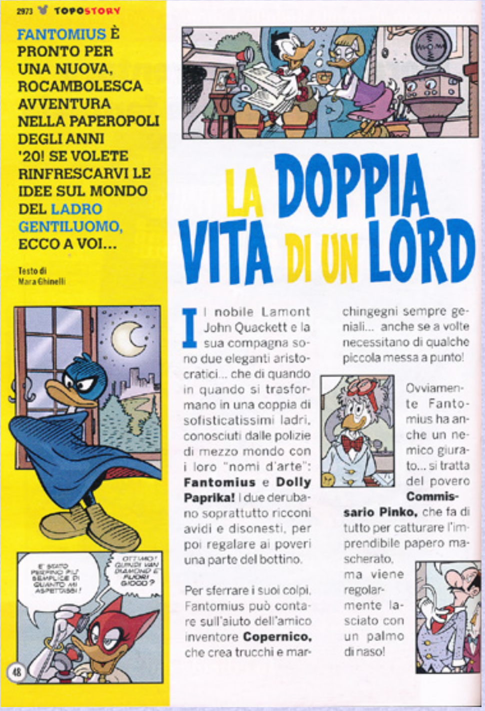
«Sto lavorando ad **altri quattro episodi** della saga di Fantomius, in cui il "fantasmagorico" la farà da padrone e il ladro gentiluomo **spazierà da musei egizi a montagne innevate** fino ad una storia in cui rimarrà letteralmente... senza parole!»

83



!
SCOPRIREMO CHI SI NASCONDE DIETRO LA MASCHER... EH? LORD QUACKETT?!
?
!
SWISH

In the second part of this saga titled ***THE FANTOMALLARD ESCAPE*** the gentleman burglar is unmasked and arrested by the detective **Pinko**. Of course at the end of the story **Fantomallard** escapes from the prison and he also let to pretend that he was wearing the rubber mask of **Lord Quackett** so that the stupid detective was still confuse about the true identity of the misterious masked thief. Also this story is correlate with a full page article by Mara Ghinelli with some informations about the main characters appearing in this saga.



2973 TOPOSTORY

FANTOMIUS È PRONTO PER UNA NUOVA, ROCAMBOLESCA AVVENTURA NELLA PAPEROPOLI DEGLI ANNI '20! SE VOLETE RINFRESCARVI LE IDEE SUL MONDO DEL LADRO GENTILUOMO, ECCO A VOI...

LA DOPPIA VITA DI UN LORD

Testo di
Mara Ghinelli

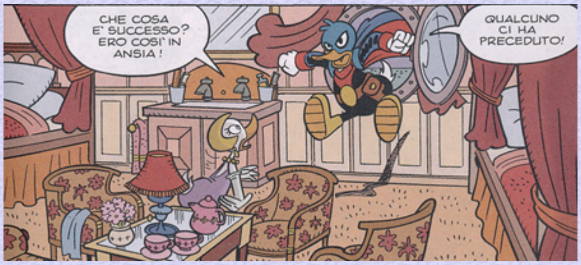
Il nobile Lamont John Quackett e la sua compagna sono due eleganti aristocratici... che di quando in quando si trasformano in una coppia di sofisticatissimi ladri, conosciuti dalle polizie di mezzo mondo con i loro "nomi d'arte": **Fantomius** e **Dolly Paprika!** I due derubano soprattutto ricconi avidi e disonesti, per poi regalare ai poveri una parte del bottino.

Per sferrare i suoi colpi, Fantomius può contare sull'aiuto dell'amico inventore **Copernico,** che crea trucchi e marchingegni sempre geniali... anche se a volte necessitano di qualche piccola messa a punto!

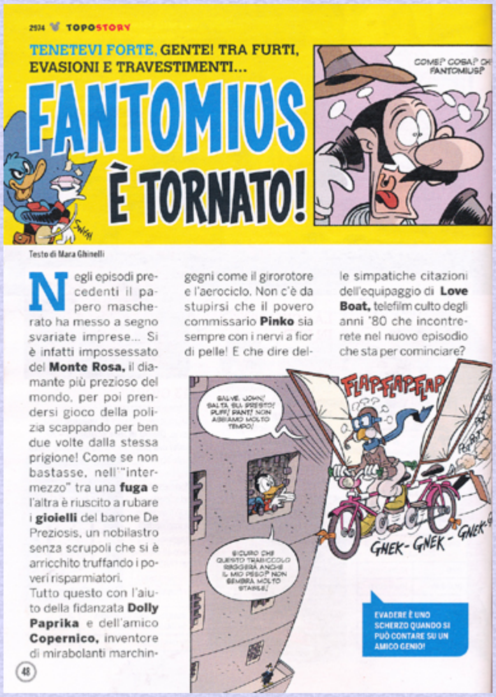
Ovviamente Fantomius ha anche un nemico giurato... si tratta del povero **Commissario Pinko,** che fa di tutto per catturare l'imprendibile papero mascherato, ma viene regolarmente lasciato con un palmo di naso!

E' STATO PERFINO PIU' SEMPLICE DI QUANTO MI ASPETTASSI!
OTTIMO! QUINDI VAN DIAMOND E' FUORI GIOCO?

48


CHE COSA E' SUCCESSO? ERO COSI' IN ANSIA !
QUALCUNO CI HA PRECEDUTO!

In the third part of the saga titled ***FANTOMALLARD ON BOARD*** the gentleman burglar and his fiance are making a rash robbery on board of a cruise-ship. Also in this case **Fantomallard** was able at the last moment to escape from the detective **Alcmeone Pinko**. But the unluckly detective at least arrested another thief which incredibly was the ship's capitain. Also this third story is correlated with an interesting article by Mara Ghinelli where several informations an curiosity about this saga are given.


COME? COSA? CHI FANTOMIUS?
SWISH
SALVE, JOHN! SALTA SU, PRESTO! PUFF! PANT! NON ABBIAMO MOLTO TEMPO!
FLAP-FLAP-FLAP
SICURO CHE QUESTO TRABICCOLO REGGERÀ ANCHE IL MIO PESO? NON SEMBRA MOLTO STABILE!
GNEK - GNEK - GNEK

2974 TOPOSTORY

TENETEVI FORTE, GENTE! TRA FURTI, EVASIONI E TRAVESTIMENTI...

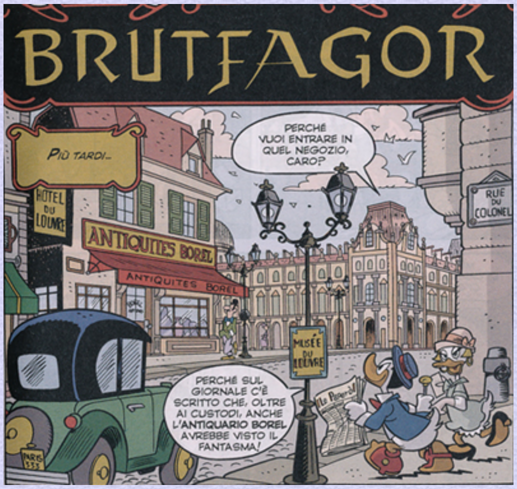
FANTOMIUS È TORNATO!

Testo di Mara Ghinelli

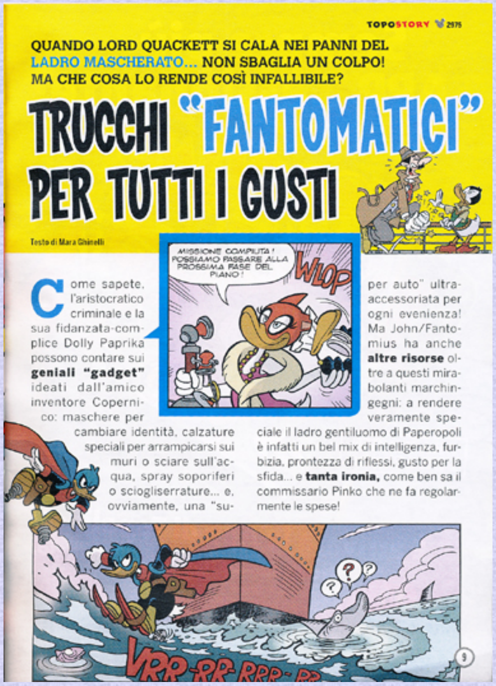
Negli episodi precedenti il papero mascherato ha messo a segno svariate imprese... Si è infatti impossessato del **Monte Rosa,** il diamante più prezioso del mondo, per poi prendersi gioco della polizia scappando per ben due volte dalla stessa prigione! Come se non bastasse, nell'"intermezzo" tra una **fuga** e l'altra è riuscito a rubare i **gioielli** del barone De Preziosis, un nobilastro senza scrupoli che si è arricchito truffando i poveri risparmiatori.
Tutto questo con l'aiuto della fidanzata **Dolly Paprika** e dell'amico **Copernico,** inventore di mirabolanti marchingegni come il girorotore e l'aerociclo. Non c'è da stupirsi che il povero commissario **Pinko** sia sempre con i nervi a fior di pelle! E che dire delle simpatiche citazioni dell'equipaggio di **Love Boat,** telefilm culto degli anni '80 che incontrerete nel nuovo episodio che sta per cominciare?

EVADERE È UNO SCHERZO QUANDO SI PUÒ CONTARE SU UN AMICO GENIO!

48


BRUTFAGOR
PIÙ TARDI...
PERCHÉ VUOI ENTRARE IN QUEL NEGOZIO, CARO?
HOTEL DU LOUVRE
ANTIQUITES BOREL
ANTIQUITES BOREL
RUE DU COLONEL
MUSÉE DU LOUVRE
PERCHÉ SUL GIORNALE C'È SCRITTO CHE, OLTRE AI CUSTODI, ANCHE L'ANTIQUARIO BOREL AVREBBE VISTO IL FANTASMA!
PARIS

In the fourth part of the **Fantomallard** saga which is titled ***BRUTFAGOR*** the gentleman thief and his fiancè are in Paris where a misterious "Ghost" named **Brutfagor** is acting inside the Louvre museum. Of course this story takes reference to the famous European TV serial of the 60s titled ***Belphegor** -**The phantom of the Louvre***). In this story it is clear thta the two Duckburgian thiefs seem very familiar with the city of Paris. This is a possible sign of some kind of link with this city maybe due to the fact that the **Fantomallard**'s mother family **Lamont** are very likely from Paris.. Also this fourth adventure is correlated with a page by Mara Ghinelli where general information about **Fantomallard** are given.


MISSIONE COMPIUTA! POSSIAMO PASSARE ALLA PROSSIMA FASE DEL PIANO!
WLOP
VRR-RR-RRR-RR

TOPOSTORY 2975

QUANDO LORD QUACKETT SI CALA NEI PANNI DEL LADRO MASCHERATO... NON SBAGLIA UN COLPO! MA CHE COSA LO RENDE COSÌ INFALLIBILE?

TRUCCHI "FANTOMATICI" PER TUTTI I GUSTI

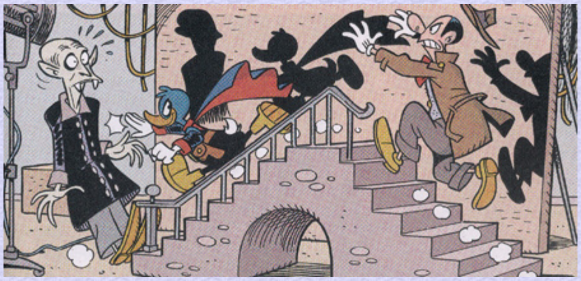
Testo di Mara Ghinelli

Come sapete, l'aristocratico criminale e la sua fidanzata-complice Dolly Paprika possono contare sui **geniali "gadget"** ideati dall'amico inventore Copernico: maschere per cambiare identità, calzature speciali per arrampicarsi sui muri o sciare sull'acqua, spray soporiferi o sciogliserrature... e, ovviamente, una "super auto" ultra-accessoriata per ogni evenienza! Ma John/Fantomius ha anche **altre risorse** oltre a questi mirabolanti marchingegni: a rendere veramente speciale il ladro gentiluomo di Paperopoli è infatti un bel mix di intelligenza, furbizia, prontezza di riflessi, gusto per la sfida... e **tanta ironia,** come ben sa il commissario Pinko che ne fa regolarmente le spese!

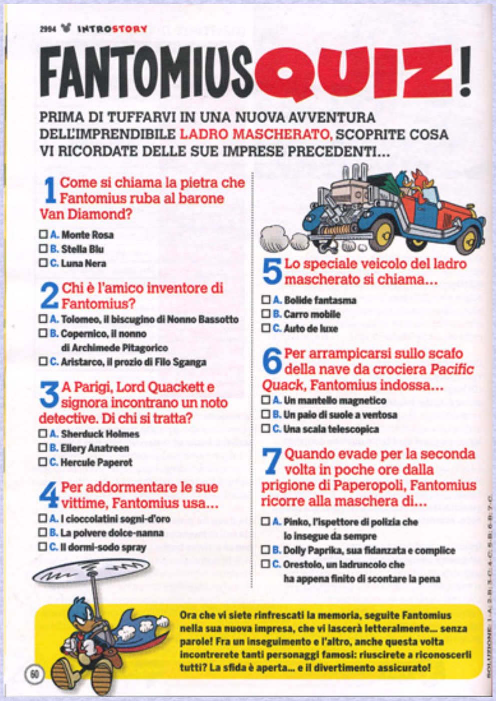
9

TOPOLINO
FANTOMIUS
LADRO GENTILUOMO
n.2975
€2,40

Because of this fourth story of the **Fantomallard** saga the front cover of the Disney comic **TOPOLINO n. 2975** has been also dedicated to **Fantomallard**, **Dolly Paprika** and their friend and inventor **Copernicus Gearloose**



In the next story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- titled ***PLEASE BE SILENCE*** the **TOPOLINO** editing and Marco Gervasio made an interesting tribute to the silent cinema. In this " mute" story the characters don’t talk with the classical clouds but all the scene are represented in perfect silent cinema style with a lot of action and some explicative frames. The story is also correlated by a FANTOMALLARD QUIZ page with some questions about the previous adventures of the same series dedicated to the gentleman burglar.



2994 INTROSTORY

FANTOMIUS QUIZ!

PRIMA DI TUFFARVI IN UNA NUOVA AVVENTURA DELL'IMPRENDIBILE LADRO MASCHERATO, SCOPRITE COSA VI RICORDATE DELLE SUE IMPRESE PRECEDENTI...

1 Come si chiama la pietra che Fantomius ruba al barone Van Diamond?

☐ A. Monte Rosa
☐ B. Stella Blu
☐ C. Luna Nera

2 Chi è l'amico inventore di Fantomius?

☐ A. Tolomeo, il biscugino di Nonno Bassotto
☐ B. Copernico, il nonno di Archimede Pitagorico
☐ C. Aristarco, il prozio di Filo Sganga

3 A Parigi, Lord Quackett e signora incontrano un noto detective. Di chi si tratta?

☐ A. Sherduck Holmes
☐ B. Ellery Anatreen
☐ C. Hercule Paperot

4 Per addormentare le sue vittime, Fantomius usa...

☐ A. I cioccolatini sogni-d'oro
☐ B. La polvere dolce-nanna
☐ C. Il dormi-sodo spray

5 Lo speciale veicolo del ladro mascherato si chiama...

☐ A. Bolide fantasma
☐ B. Carro mobile
☐ C. Auto de luxe

6 Per arrampicarsi sullo scafo della nave da crociera *Pacific Quack*, Fantomius indossa...

☐ A. Un mantello magnetico
☐ B. Un paio di suole a ventosa
☐ C. Una scala telescopica

7 Quando evade per la seconda volta in poche ore dalla prigione di Paperopoli, Fantomius ricorre alla maschera di...

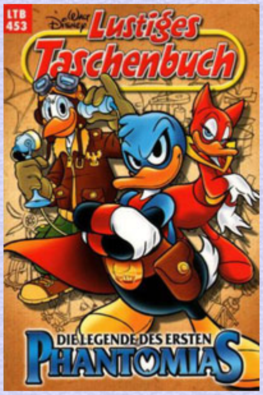
☐ A. Pinko, l'ispettore di polizia che lo insegue da sempre
☐ B. Dolly Paprika, sua fidanzata e complice
☐ C. Orestolo, un ladruncolo che ha appena finito di scontare la pena

Ora che vi siete rinfrescati la memoria, seguite Fantomius nella sua nuova impresa, che vi lascerà letteralmente... senza parole! Fra un inseguimento e l'altro, anche questa volta incontrerete tanti personaggi famosi: riuscirete a riconoscerli tutti? La sfida è aperta... e il divertimento assicurato!

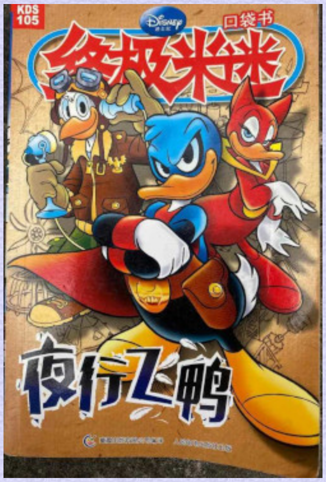
60

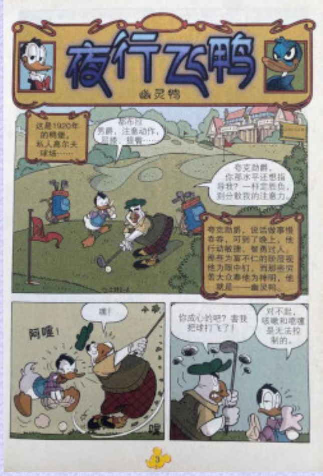
SOLUZIONE: 1-A; 2-B; 3-C; 4-C; 5-B; 6-B; 7-C

The first story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- ***THE PINK MOUNT*** has been also published in Germany on the comic book **Lustiges Taschenbuck n. 453**. For this edition a very awesome cover is created and titled **DIE LEGENDE DES ERSTEN PHANTOMIAS**

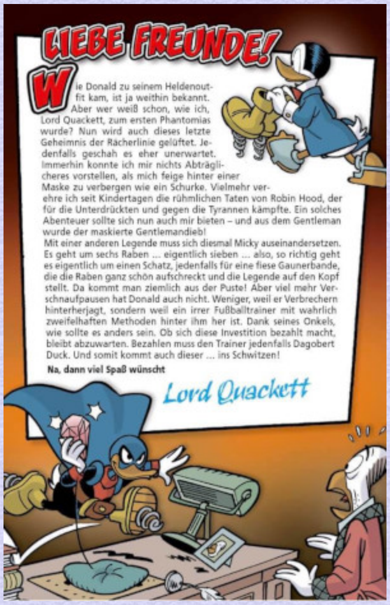


The first story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- ***THE PINK MOUNT*** and the pre-saga adventure ***DUCK AVENGER AND THE FANTOMALLARD's SHADOW*** have been published in the 2025 also in China in a comic book similar to the **Lustiges Taschenbuck n. 453**.




夜行飞鸭
幽灵鸭
夸克勋爵，你那水平还想指导我？一杆定胜负，别分散我的注意力。
嘿！
阿嚏！
你成心的吧？害我把球打飞了！
对不起，咳嗽和喷嚏是无法控制的。
3

LTB 533
Walt Disney
Lustiges Taschenbuch
Die Legende des ersten Phantomias
ALLES AUF ANFANG



LIEBE FREUNDE!

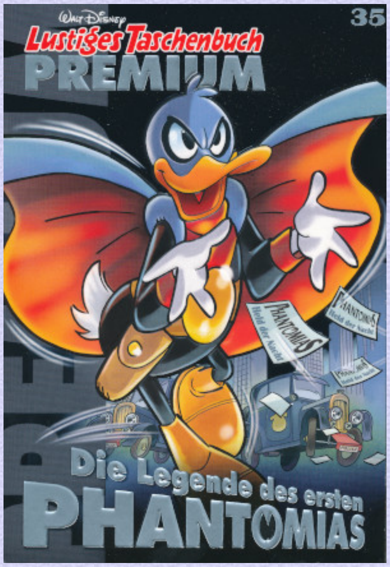
Wie Donald zu seinem Heldenoutfit kam, ist ja weithin bekannt. Aber wer weiß schon, wie ich, Lord Quackett, zum ersten Phantomias wurde? Nun wird auch dieses letzte Geheimnis der Rächerlinie gelüftet. Jedenfalls geschah es eher unerwartet. Immerhin konnte ich mir nichts Abträglicheres vorstellen, als mich feige hinter einer Maske zu verbergen wie ein Schurke. Vielmehr verehre ich seit Kindertagen die rühmlichen Taten von Robin Hood, der für die Unterdrückten und gegen die Tyrannen kämpfte. Ein solches Abenteuer sollte sich nun auch mir bieten – und aus dem Gentleman wurde der maskierte Gentlemandieb!

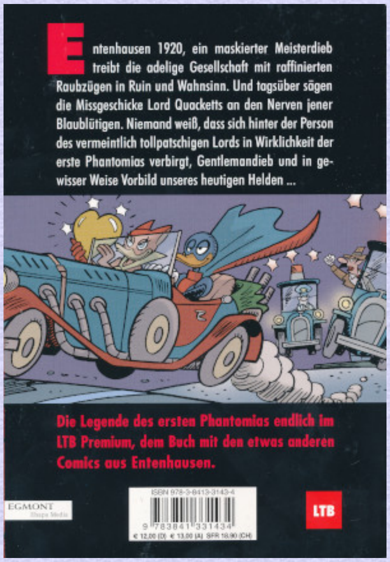
Mit einer anderen Legende muss sich diesmal Micky auseinandersetzen. Es geht um sechs Raben ... eigentlich sieben ... also, so richtig geht es eigentlich um einen Schatz, jedenfalls für eine fiese Gaunerbande, die die Raben ganz schön aufschreckt und die Legende auf den Kopf stellt. Da kommt man ziemlich aus der Puste! Aber viel mehr Verschnaufpausen hat Donald auch nicht. Weniger, weil er Verbrechern hinterherjagt, sondern weil ein irrer Fußballtrainer mit wahrlich zweifelhaften Methoden hinter ihm her ist. Dank seines Onkels, wie sollte es anders sein. Ob sich diese Investition bezahlt macht, bleibt abzuwarten. Bezahlen muss den Trainer jedenfalls Dagobert Duck. Und somit kommt auch dieser ... ins Schwitzen!

Na, dann viel Spaß wünscht

Lord Quackett

Also in Germany on the comic book **Lustiges Taschenbuck n. 533**, dedicated to **Phantomias**, titled **ALES AUF ANFANG**, the adventure **DER EDELMANN HINTER DER MASKE** (**THE NOBLE BEHIND THE MASK**) related to the origin of the gentleman burglar is published.
In this book there is also an introductive letter "write by **Phantomias** himself"





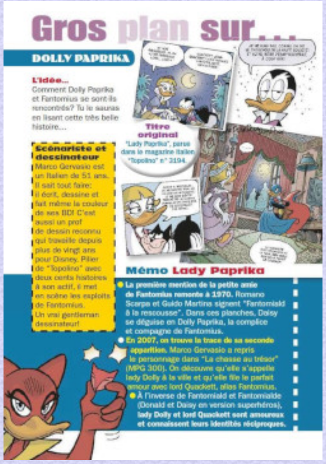
Entenhausen 1920, ein maskierter Meisterdieb treibt die adelige Gesellschaft mit raffinierten Raubzügen in Ruin und Wahnsinn. Und tagsüber sägen die Missgeschicke Lord Quacketts an den Nerven jener Blaublütigen. Niemand weiß, dass sich hinter der Person des vermeintlich tollpatschigen Lords in Wirklichkeit der erste Phantomias verbirgt, Gentlemandieb und in gewisser Weise Vorbild unseres heutigen Helden ...

Die Legende des ersten Phantomias endlich im LTB Premium, dem Buch mit den etwas anderen Comics aus Entenhausen.

In Germany in september 2020 on the special comics book **Lustiges Taschenbuck PREMIUM n. 35**, titled **Die Legende des ersten PHANTOMIAS**, have been reprinted the first 15 episode of the **Fantomallard**'s saga plus the three short story of one page each.

In 2019 in France is published a comic book of the serie **MICKEY PARADE GEANT** with the story of the first encounter between **Fantomallard** and **Dolly Paprika**, translate as **DOLLY PAPRIKA & FANTOMIUS LA RENCONTRE!**.
The story is introduced by an article about the origin of the two characters and some information by Marco Gervasio who is the creator of the **Fantomallard**'saga.

MICKEY PARADE GEANT
308 PAGES
DE BD & DE JEUX
TRICOT THÉRAPIE
DOLLY PAPRIKA & FANTOMIUS
LA RENCONTRE!



Gros plan sur...

DOLLY PAPRIKA

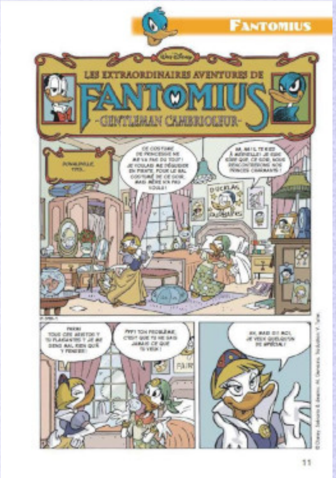
L'idée...
Comment Dolly Paprika et Fantomius se sont-ils rencontrés? Tu le sauras en lisant cette très belle histoire...

Scénariste et dessinateur
Marco Gervasio est un Italien de 51 ans. Il sait tout faire: il écrit, dessine et fait même la couleur de ses BD! C'est aussi un prof de dessin reconnu qui travaille depuis plus de vingt ans pour Disney. Pilier de "Topolino" avec deux cents histoires à son actif, il met en scène les exploits de Fantomius. Un vrai gentleman dessinateur!

Titre original
"Lady Paprika", parue dans le magazine italien "Topolino" n° 3194.

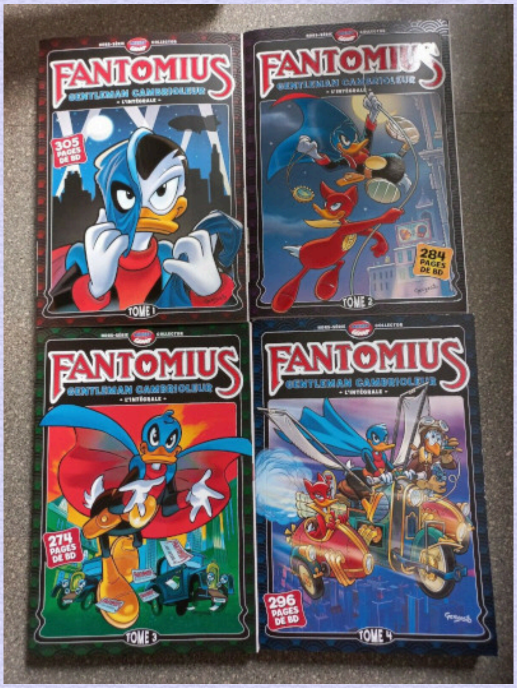
Mémo Lady Paprika

- **La première mention de la petite amie de Fantomius remonte à 1970.** Romano Scarpa et Guido Martina signent "Fantomiald à la rescousse". Dans ces planches, Daisy se déguise en Dolly Paprika, la complice et compagne de Fantomius.
- **En 2007, on trouve la trace de sa seconde apparition.** Marco Gervasio a repris le personnage dans "La chasse au trésor" (MPG 300). On découvre qu'elle s'appelle lady Dolly à la ville et qu'elle file le parfait amour avec lord Quackett, alias Fantomius.
- À l'inverse de Fantomiald et Fantomialde (Donald et Daisy en version superhéros), **lady Dolly et lord Quackett sont amoureux et connaissent leurs identités réciproques.**

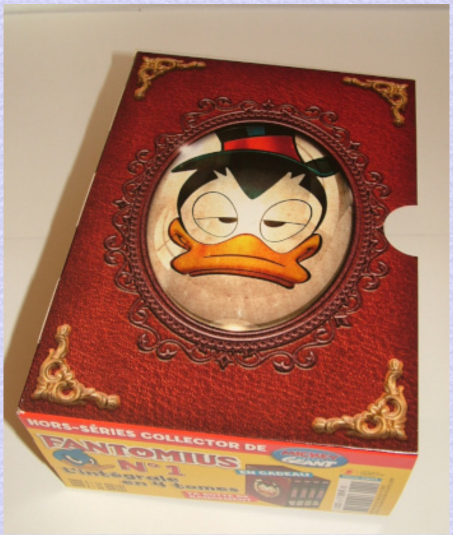

FANTOMIUS
LES EXTRAORDINAIRES AVENTURES DE
FANTOMIUS
-GENTLEMAN CAMBRIOLEUR-
11

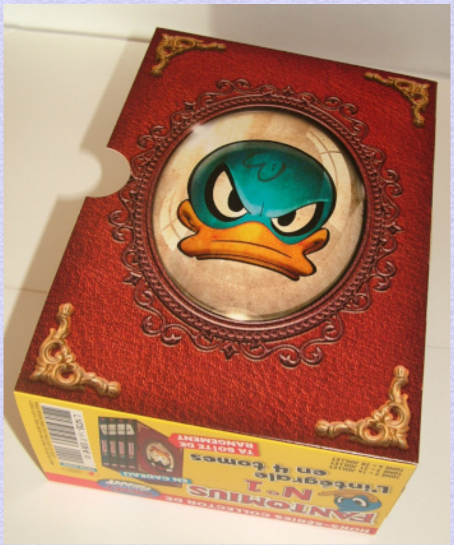
Being the France the home country of **Fantomas**, the name of the duckburgian thief remains **Fantomius**. Also **Dolly Paprika** maintains the original name and she is sometime also called **Lady Paprika**.
In France the **Fantomallard**'saga has been translate as **LES EXTRAORDINARIES AVENTURES DE FANTOMIUS -GENTLEMAN CAMBRIOLEUR-**

In the 2021 in France is published for the comic serie **MICKEY PARADE GEANT** a beautiful set with four volumes with all the **Fantomallard** saga by Marco Gervasio so far published at that time.

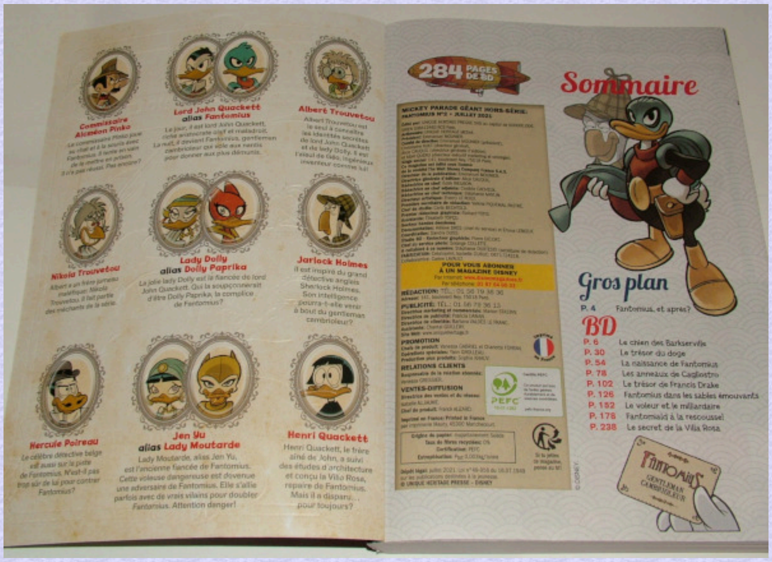

FANTOMIUS
GENTLEMAN CAMBRIOLEUR
L'INTÉGRALE
305 PAGES DE BD
TOME 1
284 PAGES DE BD
TOME 2
274 PAGES DE BD
TOME 3
296 PAGES DE BD
TOME 4

FANTOMIUS
FANTOMIUS
FANTOMIUS
FANTOMIUS
FANTOMIUS
GENTLEMAN CAMBRIOLEUR
1
2
3
4


HORS-SÉRIES COLLECTOR DE
FANTOMIUS
N°1
L'intégrale en 4 tomes
EN CADEAU


TA BOITE DE RANGEMENT
FANTOMIUS
N°1
L'intégrale en 4 tomes

This collection titled **FANTOMIUS GENTLEMAN CAMBRIOLEUR L'INTEGRALE** is included in a carton box with two beautiful images of **Fantomallard** drawn by Marco Gervasio.



Commissaire Alcméon Pinko
Le commissaire Pinko joue au chat et à la souris avec Fantomius. Il tente en vain de le mettre en prison. Il n'a pas réussi. Pas encore?

Lord John Quackett alias Fantomius
Le jour, il est lord John Quackett, riche aristocrate oisif et maladroit. La nuit, il devient Fantomius, gentleman cambrioleur qui vole aux nantis pour donner aux plus démunis.

Albert Trouvetou
Albert Trouvetou est le seul à connaître les identités secrètes de lord John Quackett et de lady Dolly. Il est l'aïeul de Géo, ingénieux inventeur comme lui!

Nikola Trouvetou
Albert a un frère jumeau maléfique: Nikola Trouvetou. Il fait partie des méchants de la série.

Lady Dolly alias Dolly Paprika
La jolie lady Dolly est la fiancée de lord John Quackett. Qui la soupçonnerait d'être Dolly Paprika, la complice de Fantomius?

Jarlock Holmes
Il est inspiré du grand détective anglais Sherlock Holmes. Son intelligence pourra-t-elle venir à bout du gentleman cambrioleur?

Hercule Poireau
Le célèbre détective belge est aussi sur la piste de Fantomius. N'est-il pas trop sûr de lui pour contrer Fantomius?

Jen Yu alias Lady Moutarde
Lady Moutarde, alias Jen Yu, est l'ancienne fiancée de Fantomius. Cette voleuse dangereuse est devenue une adversaire de Fantomius. Elle s'allie parfois avec de vrais vilains pour doubler Fantomius. Attention danger!

Henri Quackett
Henri Quackett, le frère aîné de John, a suivi des études d'architecture et conçu la Villa Rosa, repaire de Fantomius. Mais il a disparu... pour toujours?

284 PAGES DE BD

MICKEY PARADE GÉANT HORS-SÉRIE: FANTOMIUS N°2 - JUILLET 2021

POUR VOUS ABONNER À UN MAGAZINE DISNEY

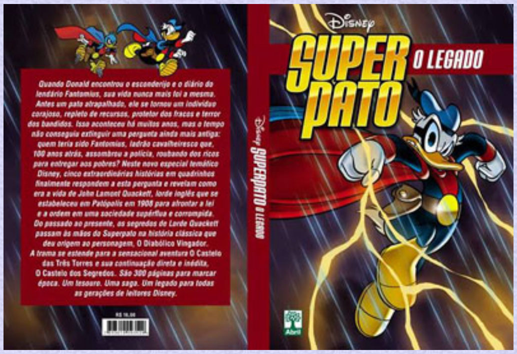
Sommaire

Gros plan
P. 4 Fantomius, et après?

BD
P. 6 Le chien des Barkserville
P. 30 Le trésor du doge
P. 54 La naissance de Fantomius
P. 78 Les anneaux de Cagliostro
P. 102 Le trésor de Francis Drake
P. 126 Fantomius dans les sables émouvants
P. 152 Le voleur et le milliardaire
P. 176 Fantomiald à la rescousse!
P. 238 Le secret de la Villa Rosa

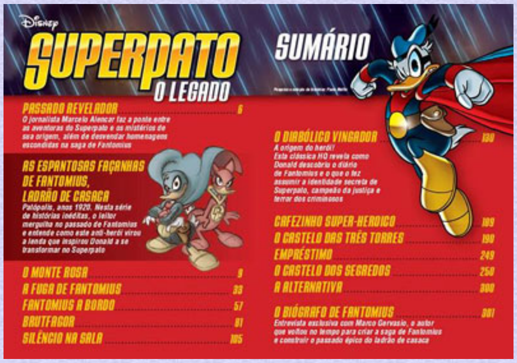
The collection, besides the **Fantomallard**'s saga adventures, re-prints other important stories related to the gentleman thief history and the origin of the character: **PAPERINIK IL DIABOLICO VENDICATORE (THE DIABOLICAL DUCK AVENGER)**, **PAPERINIK ALLA RISCOSSA (THE REVENGE OF DUCK AVENGER)**, **PAPERINIK E IL RITORNO A VILLA ROSA (DUCK AVENGER AND THE RETURN TO VILLA ROSE)**, **PAPERINIK E L'OMBRA DI FANTOMIUS (DUCK AVENGER AND THE FANTOMALLARD'S SHADOW)** , **PAPERINIK E IL TESORO DI DOLLY PAPRIKA (DUCK AVENGER AND THE TREASURE OF DOLLY PAPERIKA)**, **PAPERINIK E IL SEGRETO DI FANTOMIUS (DUCK AVENGER AND THE SECRET OF FANTOMALLARD)**. Unfortunatelly the important story **PAPERINIK TUTTO COMINCIÒ COSÌ (DUCK AVENGER IT ALL STARTED LIKE THIS)** is not present in this colection while it has been re-printed the Danish story **THE LEGACY** (**FANTOMIALD LA LEGENDE**) which show the alternative "macrocephalus" version of a **Fantomallard** who is not related with the original one created in Italy by Guido Martina and his life and time saga by Marco Gervasio.

The first five stories of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- have been also published in Brasil on a special comic book titled **SUPERPATO O LEGADO**. This volume also includes an interview to Marco Gervasio **O BIÒGRAFO DE FANTOMIUS** and the reprinting of some **Duck Avenger** stories as for instance **PAPERINIK IL DIABOLICO VENDICATORE**, **PAPERINIK E IL CASTELLO DELLE TRE TORRI**, **PAPERINIK E IL CASTELLO DEI SEGRETI**.



Quando Donald encontrou o esconderijo e o diário do lendário Fantomius, sua vida nunca mais foi a mesma. Antes um pato atrapalhado, ele se tornou um indivíduo corajoso, repleto de recursos, protetor dos fracos e terror dos bandidos. Isso aconteceu há muitos anos, mas o tempo não conseguiu extinguir uma pergunta ainda mais antiga: quem teria sido Fantomius, ladrão cavalheiresco que, 100 anos atrás, assombrou a polícia, roubando dos ricos para entregar aos pobres? Neste novo especial temático Disney, cinco extraordinárias histórias em quadrinhos finalmente respondem a esta pergunta e revelam como era a vida de John Lamont Quackett, lorde inglês que se estabeleceu em Patópolis em 1908 para afrontar a lei e a ordem em uma sociedade supérflua e corrompida. Do passado ao presente, os segredos de Lorde Quackett passam às mãos do Superpato na história clássica que deu origem ao personagem, O Diabólico Vingador. A trama se estende para a sensacional aventura O Castelo das Três Torres e sua continuação direta e inédita, O Castelo dos Segredos. São 300 páginas para marcar época. Um tesouro. Uma saga. Um legado para todas as gerações de leitores Disney.

Disney
SUPERPATO O LEGADO
Abril



Disney
SUPERPATO O LEGADO

SUMÁRIO

PASSADO REVELADOR 6
O jornalista Marcelo Alencar faz a ponte entre as aventuras do Superpato e os mistérios de sua origem, além de desvendar homenagens escondidas na saga de Fantomius

AS ESPANTOSAS FAÇANHAS DE FANTOMIUS, LADRÃO DE CASACA
Patópolis, anos 1920. Nesta série de histórias inéditas, o leitor mergulha no passado de Fantomius e entende como este anti-herói virou a lenda que inspirou Donald a se transformar no Superpato

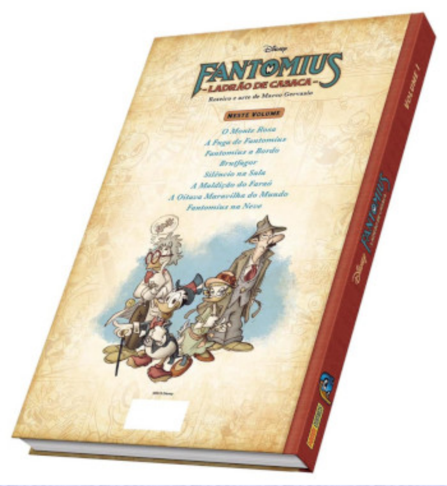
O MONTE ROSA 9
A FUGA DE FANTOMIUS 33
FANTOMIUS A BORDO 57
BRUTFAGOR 81
SILÊNCIO NA SALA 105

O DIABÓLICO VINGADOR 130
A origem do herói!
Esta clássica HQ revela como Donald descobriu o diário de Fantomius e o que o fez assumir a identidade secreta de Superpato, campeão da justiça e terror dos criminosos

CAFEZINHO SUPER-HEROICO 189
O CASTELO DAS TRÊS TORRES 190
EMPRÉSTIMO 249
O CASTELO DOS SEGREDOS 250
A ALTERNATIVA 300

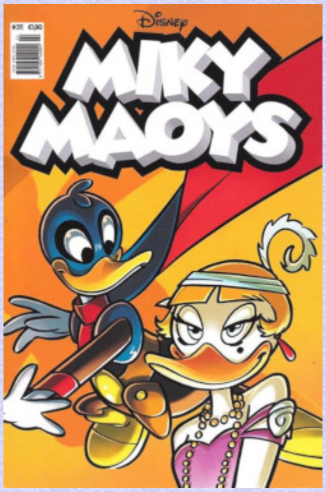
O BIÓGRAFO DE FANTOMIUS 301
Entrevista exclusiva com Marco Gervasio, o autor que voltou no tempo para criar a saga de Fantomius e construir o passado épico do ladrão de casaca

Disney
FANTOMIUS
-LADRÃO DE CASACA-
VOLUME 1
VOLUME 2
VOLUME 3
Gervasio
PANINI COMICS



The first 24 adventures of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF*** Have been published in Brasil on three issue of the special hard cover comic book titled **FANTOMIUS LADRAO DE CASACA**.

In June of the 2020 the adventure of **Fantomallard**'s saga dedicated to the origin of **Dolly Paprika** ha been published in Greece in the number 311 of the comic book **MIKI MAOYS**.

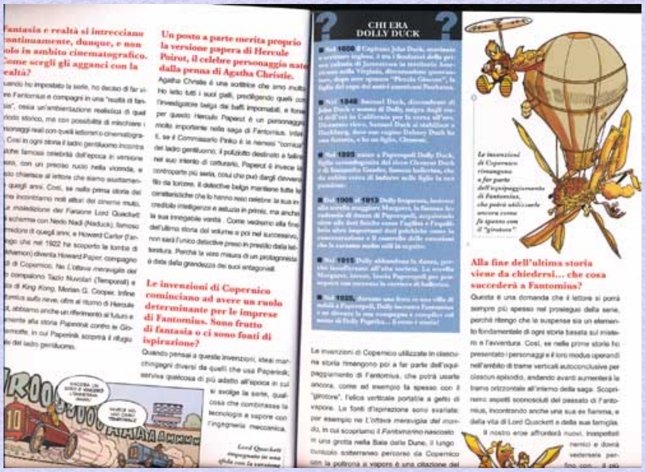


The first four stories of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF*** have been also published in Italy in October of 2014 in the first issue of the comic book Series **DEFINITIVE COLLECTION** edited by **PANINI**.
This issue is dedicated to the Disney character of **Fantomallard** and also contains unpublished drawings by Marco Gervasio, an interview to him and an interesting and detailed biography of **Lord Quackett**.
Very eye-catching and intriguant image on the cover, also made by Marco Gervasio, mingled by the funny image of a far-fetched as unlikely modern bottle of orange D.O.C. instead of the usual bottle of Champagne!

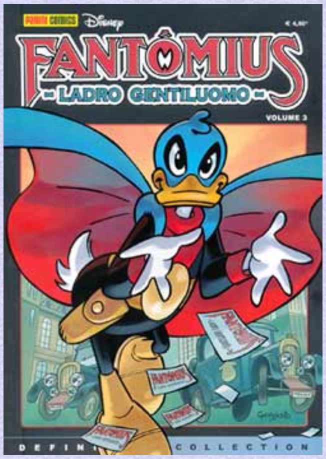
Panini Comics
Disney
FANTÔMIUS
LADRO GENTILUOMO
VOLUME 1
DOC
Gervasio
DEFINITIVE COLLECTION

The next four stories of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF*** were again published in Italy in June 2015 on the second volume of the Series **DEFINITIVE COLLECTION** published by **PANINI**.
This second number dedicated to **Fantomallard** contains not only the fifth, sixth, seventh and eighth story of the saga but also unpublished drawings by Marco Gervasio, an interview and an interesting and detailed biography of the **Fantomallard** girlfriend and accomplice **Dolly Duck**.
Very beautiful the cover also by Marco Gervasio with aother of the extravagant marchinery used by the gentleman thief and his accomplices.

Panini Comics
Disney
FANTÔMIUS
LADRO GENTILUOMO
VOLUME 2
Gervasio
DEFINITIVE COLLECTION



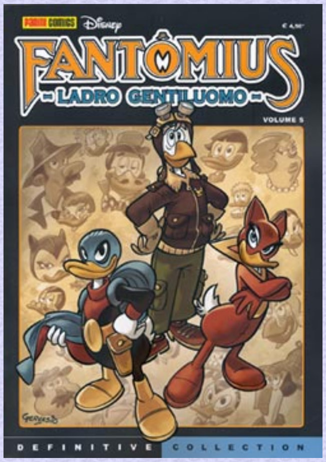
The other four other stories in chronological order of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF*** were again published in Italy in February 2016 on the third volume of Series **DEFINITIVE COLLECTION** published by **PANINI**.
This third issue dedicated to **Fantomallard** contains in addition to the stories of the saga from ninth to twelfth also unpublished drawings by Marco Gervasio, an interview and the interesting and detailed biography of **Copernicus Gearloose** .
Very nice also a full page drawing dedicated to the **Quackett** family.

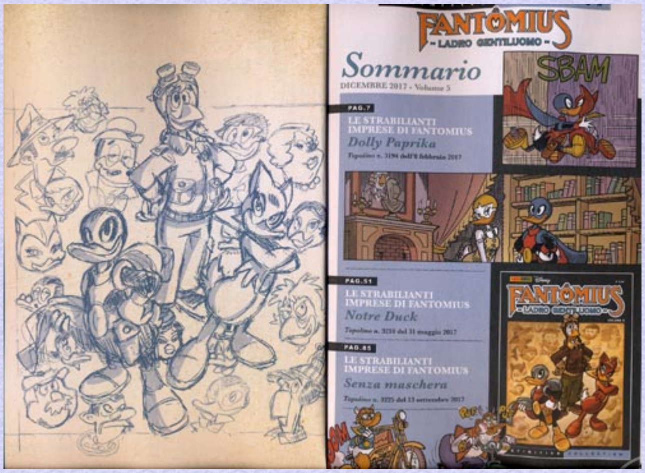

Panini Comics
Disney
FANTÔMIUS
LADRO GENTILUOMO
VOLUME 3
Gervasio
DEFINITIVE COLLECTION

The next four stories in chronological order of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF*** were again published in Italy in August 2016 on the fourth volume of Series **DEFINITIVE COLLECTION** published by **PANINI**.
This fourth issue dedicated to **Fantomallard** contains in addition to the stories of the saga from 13th to 16th also unpublished drawings by Marco Gervasio, an interview and the interesting full page drawing dedicated to the **Gearloose** family.

Panini Comics
Disney
FANTÔMIUS
LADRO GENTILUOMO
VOLUME 4
DEFINITIVE COLLECTION

The next three adventures in chronological order of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF*** were again published in Italy in December 2017 on the fifth volume of the series **DEFINITIVE COLLECTION** published by **PANINI**.
also this number dedicated to **Fantomallard** contains in addition to the stories of the saga from 17th to 19th some unpublished drawings by Marco Gervasio.


PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 5
DEFINITIVE COLLECTION


FANTOMIUS
- LADRO GENTILUOMO -
SBAM

Sommario
DICEMBRE 2017 - Volume 5

PAG.7
LE STRABILIANTI IMPRESE DI FANTOMIUS
Dolly Paprika

PAG.51
LE STRABILIANTI IMPRESE DI FANTOMIUS
Notre Duck

PAG.85
LE STRABILIANTI IMPRESE DI FANTOMIUS
Senza maschera

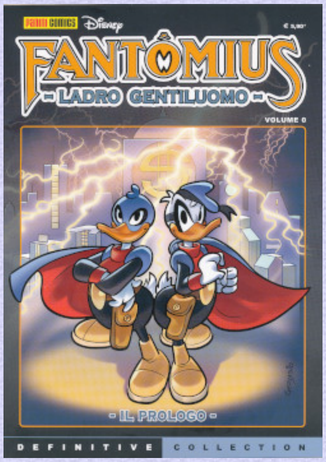
In the sixth volume of the **DEFINITIVE COLLECTION** published in Italy in the 2018 by **PANINI** have been reprinted other three adventures of the saga dedicated to **Fantomallard** ***LE STRABILIANTI IMPRESE DI FANTOMIUS – LADRO GENTILUOMO***-.
also this number contains in addition to the stories of the saga from 20th to 22nd some unpublished drawings by Marco Gervasio.

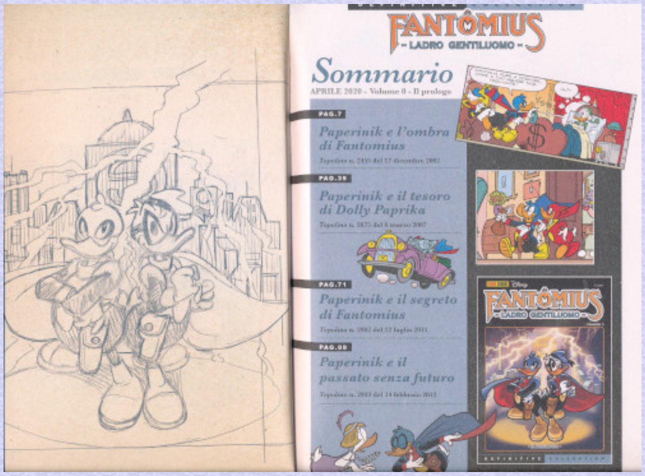
PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 6
DEFINITIVE COLLECTION

FLASH
IO SONO QUELLO VERO!
GASP! RICONOSCO QUEL VOLTO. È QUELLO DI LORD QUACKETT!
FANTOMIUS
- LADRO GENTILUOMO -

"Tutti pensano che mi trasformi in Fantomius indossando la maschera. Invece è togliendola che mi trasformo in Lord Quackett."

In the 2020 the volume zero of the **DEFINITIVE COLLECTION** dedicated to **Fantomallard** is published. In this volume have been reprinted the four adventures by Marco Gervasio about **Duck Avenger** and **Fantomallard** which were the prelude of the **Fantomallard** saga: **DUCK AVENGER AND THE FANTOMALLARD'S SHADOW**, **DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA**, **DUCK AVENGER AND THE SECRET OF FANTOMALLARD** and **DUCK AVENGER AND THE PAST WITHOUT FUTURE**.


PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 0
- IL PROLOGO -
DEFINITIVE COLLECTION


FANTOMIUS
- LADRO GENTILUOMO -

Sommario
APRILE 2020 - Volume 0 - Il prologo

PAG.7
Paperinik e l'ombra di Fantomius

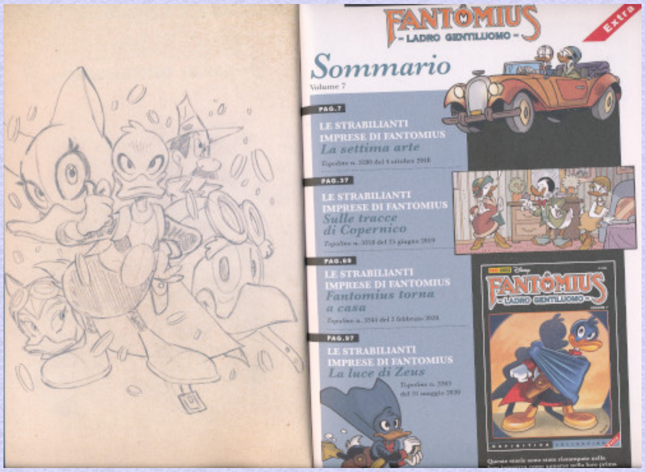
PAG.39
Paperinik e il tesoro di Dolly Paprika

PAG.71
Paperinik e il segreto di Fantomius

PAG.99
Paperinik e il passato senza futuro

In the 2021 the seventh volume of the **DEFINITIVE COLLECTION** dedicated to **Fantomallard** is published. In this volume four adventures of the saga are reprinted: **THE SEVENTH ART**, **ON THE TRACKS OF COPERNICUS**, **FANTOMALLARD BACK HOME** and **THE LIGHT OF ZEUS**.

PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 7
DEFINITIVE COLLECTION
Extra


FANTOMIUS
- LADRO GENTILUOMO -
Extra

Sommario
Volume 7

PAG.7
LE STRABILIANTI IMPRESE DI FANTOMIUS
La settima arte

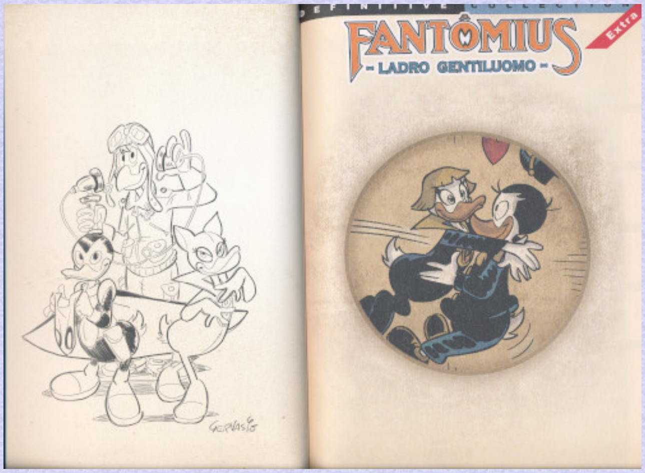
PAG.37
LE STRABILIANTI IMPRESE DI FANTOMIUS
Sulle tracce di Copernico

PAG.69
LE STRABILIANTI IMPRESE DI FANTOMIUS
Fantomius torna a casa

PAG.97
LE STRABILIANTI IMPRESE DI FANTOMIUS
La luce di Zeus

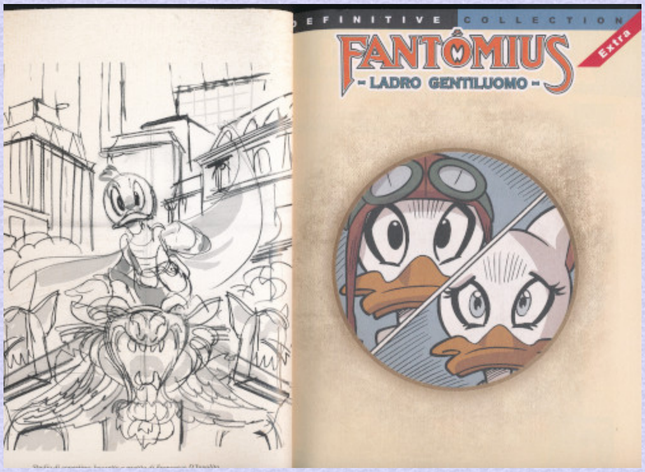
In the 2023 the 8th volume of the **DEFINITIVE COLLECTION** dedicated to **Fantomallard** is published. This volume includes the four adventures plus the introduction of the short serie: **THE BEGINNING AND THE END**.

PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 8
DEFINITIVE COLLECTION
Extra


DEFINITIVE COLLECTION
FANTOMIUS
- LADRO GENTILUOMO -
Extra
Gervasio

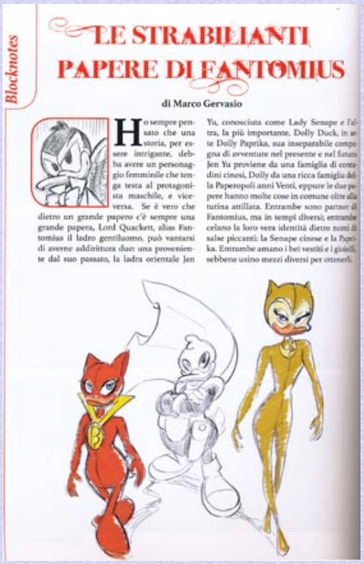
In the 2024 the 9th volume of the **DEFINITIVE COLLECTION** dedicated to **Fantomallard** is published. This volume includes the two adventures in two episode each **THE NIGHT OF FANTOMALLARD** and **THE DAWN OF FANTOMALLARD**.

PANINI COMICS
Disney
FANTOMIUS
- LADRO GENTILUOMO -
VOLUME 9
DEFINITIVE COLLECTION
Extra


DEFINITIVE COLLECTION
FANTOMIUS
- LADRO GENTILUOMO -
Extra

LE STRABILIANTI PAPERE DI
FANTOMIUS
- LADRO GENTILUOMO -
MARCO GERVASIO
Disney
PANINI COMICS

In the march of the 2018 the italian publisher PANINI print the beautiful volume **LE STRABILIANTI PAPERE DI FANTOMIUS -LADRO GENTILUOMO-** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**). The book reprints in a larger format some of the adventures with both **Dolly Paprika** and **Lady Mustard**, the two **Fantomallard** patners who act together the gentleman thief in differnt time period.
The book includes: **THE MASK OF FU MAN ETCHU`, THE RINGS OF CAGLIOSTRO, DOLLY PAPRIKA** and interesting drawings and a article also made by the italian Disney artist and writer Marco Gervasio.

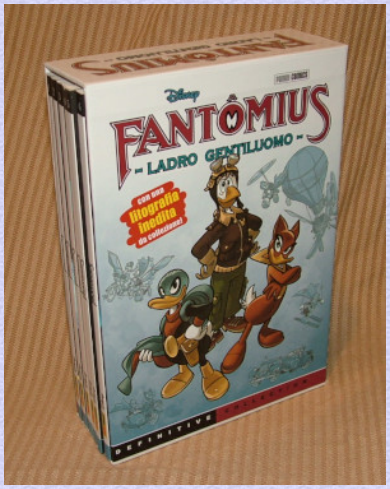


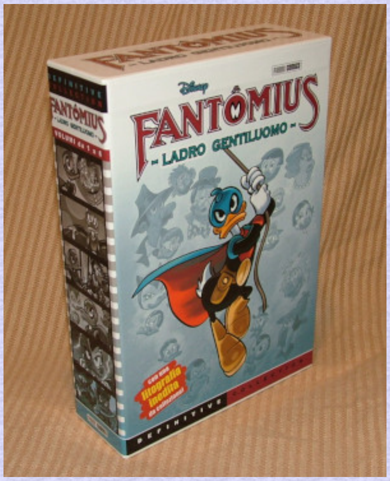
Blocknotes

LE STRABILIANTI PAPERE DI FANTOMIUS

di Marco Gervasio

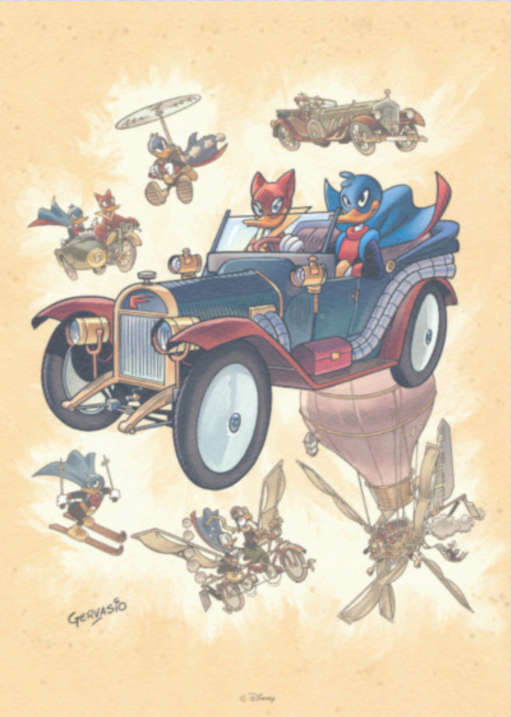
Ho sempre pensato che una storia, per essere intrigante, debba avere un personaggio femminile che tenga testa al protagonista maschile, e viceversa. Se è vero che dietro un grande papero c'è sempre una grande papera, Lord Quackett, alias Fantomius il ladro gentiluomo, può vantarsi di averne addirittura due: una proveniente dal suo passato, la ladra orientale Jen Yu, conosciuta come Lady Senape e l'altra, la più importante, Dolly Duck, in arte Dolly Paprika, sua inseparabile compagna di avventure nel presente e nel futuro. Jen Yu proviene da una famiglia di contadini cinesi, Dolly da una ricca famiglia della Paperopoli anni Venti, eppure le due papere hanno molte cose in comune oltre alla tutina attillata. Entrambe sono partner di Fantomius, ma in tempi diversi; entrambe celano la loro vera identità dietro nomi di salse piccanti: la Senape cinese e la Paprika. Entrambe amano i bei vestiti e i gioielli, sebbene usino mezzi diversi per ottenerli.

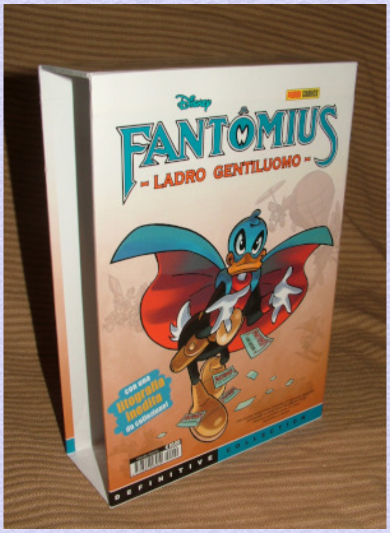

Disney
PANINI COMICS
FANTOMIUS
- LADRO GENTILUOMO -
con una litografia inedita da collezione!
DEFINITIVE COLLECTION


Disney
PANINI COMICS
FANTOMIUS
- LADRO GENTILUOMO -
con una litografia inedita da collezione!
DEFINITIVE COLLECTION

In the october of the 2018 is published in Italy by PANINI a beautiful box which includes the first six number of the **DEFINITIVE COLLECTION** dedicated to the **Fantomallard** saga.

The special box also includes an awesome collectible lithography always drawn by Marco Gervasio.

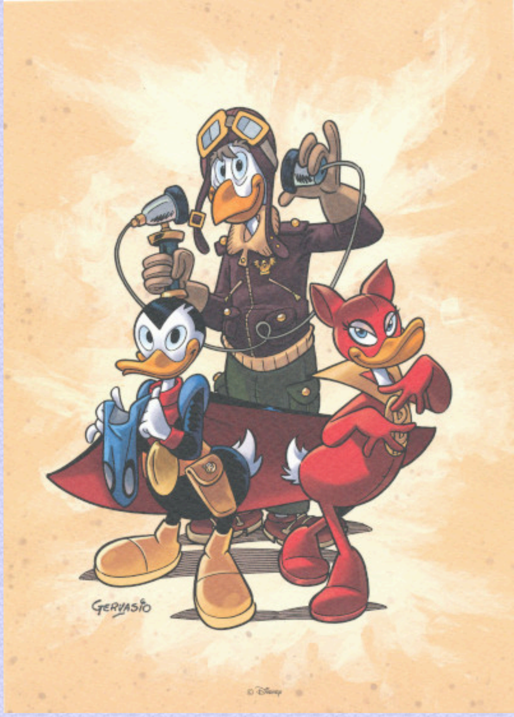

GERVASIO
© Disney

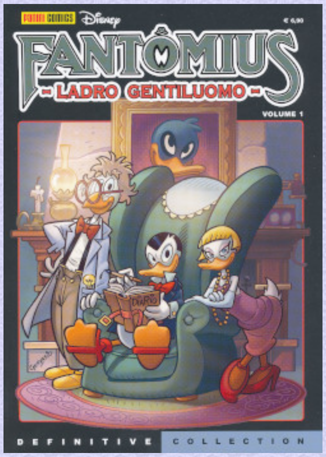

Disney
PANINI COMICS
FANTOMIUS
LADRO GENTILUOMO
con una litografia inedita da collezione!
DEFINITIVE COLLECTION

Disney
PANINI COMICS
FANTOMIUS
LADRO GENTILUOMO
con una litografia inedita da collezione!
DEFINITIVE COLLECTION

In the October of the 2019 has been always published by PANINI another different box which can be also used to collect the first six issue of the **DEFINITIVE COLLECTION** dedicated to **Fantomallard**.

This box includes another awesome collectible lithography always drawn by Marco Gervasio.


GERVASIO
© Disney


PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 1
DEFINITIVE COLLECTION

PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 2
DEFINITIVE COLLECTION

PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 3
DEFINITIVE COLLECTION

The first six volumes of the **DEFINITIVE COLLECTION** dedicated to the **Fantomallard**'s saga have been reprinted in 2021 with different covers.

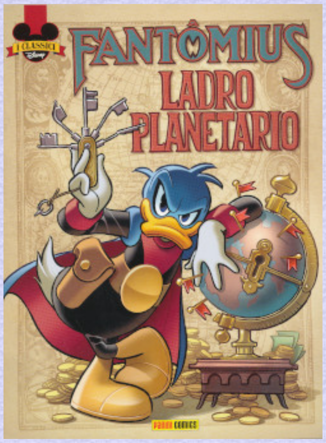
PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 4
DEFINITIVE COLLECTION

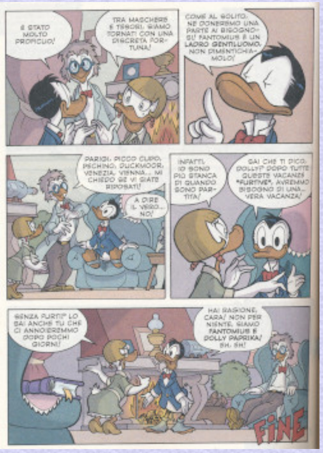
PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 5
DEFINITIVE COLLECTION

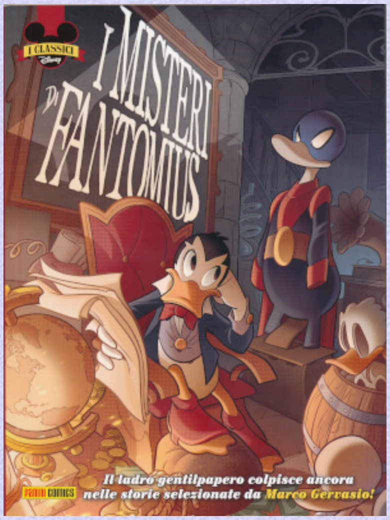
PANINI COMICS
Disney
FANTOMIUS
LADRO GENTILUOMO
VOLUME 6
DEFINITIVE COLLECTION

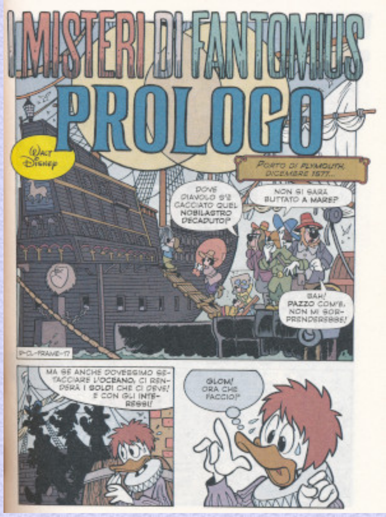
The first six volumes of the **DEFINITIVE COLLECTION** dedicated to the **Fantomallard**'s saga have been reprinted in 2021 with different covers.

In the October of the 2019 in the number 3 of the Italian comic book CLASSICI DISNEY titled **FANTOMALLARD PLANETARY THIEF** seven adventures of the Marco Gervasio's saga are reprinted. This stories are linked together by some new short stories (**FANTOMALLARD AROUND THE WORLD IN 80 THEFTS**) always written by Gervasio and well represented by Sergio Cabella.


I CLASSICI
Disney
FANTOMIUS
LADRO PLANETARIO
PANINI COMICS


È STATO MOLTO PROFICUO!
TRA MASCHERE E TESORI, SIAMO TORNATI CON UNA DISCRETA FORTUNA!
COME AL SOLITO, NE DONEREMO UNA PARTE AI BISOGNOSI! FANTOMIUS È UN LADRO GENTILUOMO, NON DIMENTICHIAMOLO!
PARIGI, PICCO CUPO, PECHINO, DUCKMOOR, VENEZIA, VIENNA... MI CHIEDO SE VI SIATE RIPOSATI!
A DIRE IL VERO... NO!
INFATTI, IO SONO PIÙ STANCA DI QUANDO SONO PARTITA!
SAI CHE TI DICO, DOLLY? DOPO TUTTE QUESTE VACANZE "FURTIVE", AVREMMO BISOGNO DI UNA... VERA VACANZA!
SENZA FURTI? LO SAI ANCHE TU CHE CI ANNOIEREMMO DOPO POCHI GIORNI!
HAI RAGIONE, CARA! NON PER NIENTE, SIAMO FANTOMIUS E DOLLY PAPRIKA! EH, EH!
FINE

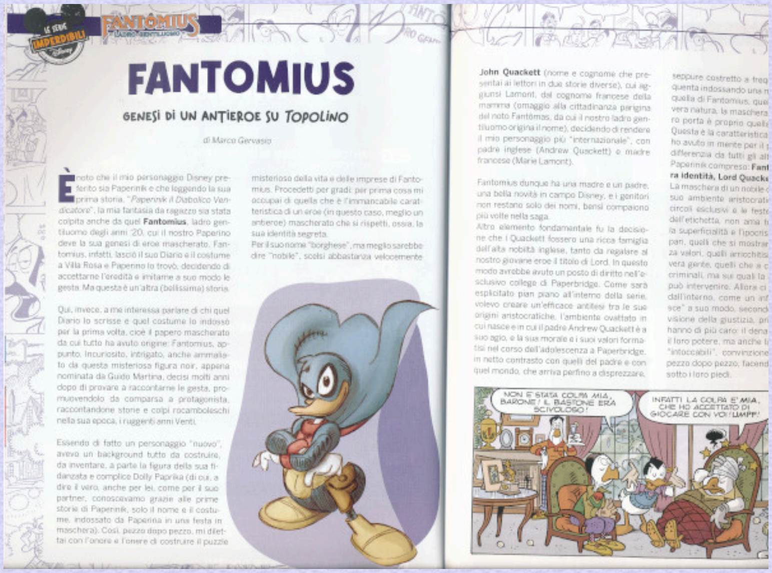

I CLASSICI
Disney
I MISTERI DI FANTOMIUS
Il ladro gentilpapero colpisce ancora nelle storie selezionate da Marco Gervasio!
PANINI COMICS


I MISTERI DI FANTOMIUS
PROLOGO
Walt Disney
PORTO DI PLYMOUTH, DICEMBRE 1577...
DOVE DIAVOLO S'È CACCIATO QUEL NOBILASTRO DECADUTO?
NON SI SARÀ BUTTATO A MARE?
BAH! PAZZO COM'È, NON MI SORPRENDEREBBE!
MA SE ANCHE DOVESSIMO SETACCIARE L'OCEANO, CI RENDERÀ I SOLDI CHE CI DEVE! E CON GLI INTERESSI!
GLOM! ORA CHE FACCIO?

In the July of 2022 is published a special number of the Italian comic book CLASSICI DISNEY titled **THE MYSTERIES OF FANTOMALLARD**. In this interesting comic book are reprinted sevral adventures of the **Fantomallard**'s saga selected by Marco Gervasio.
As in the other CLASSICI DISNEY the reprinted adventures are linked each other by new short stories also created by Marco Gervasio. In these short links some new informations about the character of the **Mad Ducke of Duckburg** and **Spokius Spektrus** are given .

In the January of 2024 is published the special comic book **LE IMPERDIBILI DISNEY-FANTOMALLARD-GENTLEMAN THIEF** . This beautiful book reprints the first four adventures of the **Fantomallard**'s saga and several pages of articles by Marco Gervasio with information and curiosity about this saga.

STORIE INTRAMONTABILI
LE SERIE IMPERDIBILI Disney
CONTENUTI INEDITI
FANTOMIUS
LADRO GENTILUOMO
PANINI COMICS



FANTOMIUS

GENESI DI UN ANTIEROE SU *TOPOLINO*

di Marco Gervasio

È noto che il mio personaggio Disney preferito sia Paperinik e che leggendo la sua prima storia, "*Paperinik il Diabolico Vendicatore*", la mia fantasia da ragazzo sia stata colpita anche da quel **Fantomius**, ladro gentiluomo degli anni '20, cui il nostro Paperino deve la sua genesi di eroe mascherato. Fantomius, infatti, lasciò il suo Diario e il costume a Villa Rosa e Paperino lo trovò, decidendo di accettarne l'eredità e imitarne a suo modo le gesta. Ma questa è un'altra (bellissima) storia.

Qui, invece, a me interessa parlare di chi quel Diario lo scrisse e quel costume lo indossò per la prima volta, cioè il papero mascherato da cui tutto ha avuto origine: Fantomius, appunto. Incuriosito, intrigato, anche ammaliato da questa misteriosa figura noir, appena nominata da Guido Martina, decisi molti anni dopo di provare a raccontarne le gesta, promuovendolo da comparsa a protagonista, raccontandone storie e colpi rocamboleschi nella sua epoca, i ruggenti anni Venti.

Essendo di fatto un personaggio "nuovo", avevo un background tutto da costruire, da inventare, a parte la figura della sua fidanzata e complice Dolly Paprika (di cui, a dire il vero, anche per lei, come per il suo partner, conoscevamo grazie alle prime storie di Paperinik, solo il nome e il costume, indossato da Paperina in una festa in maschera). Così, pezzo dopo pezzo, mi dilettai con l'onore e l'onere di costruire il puzzle misterioso della vita e delle imprese di Fantomius. Procedetti per gradi: per prima cosa mi occupai di quella che è l'immancabile caratteristica di un eroe (in questo caso, meglio un antieroe) mascherato che si rispetti, ossia, la sua identità segreta.

Per il suo nome "borghese", ma meglio sarebbe dire "nobile", scelsi abbastanza velocemente **John Quackett** (nome e cognome che presentai ai lettori in due storie diverse), cui aggiunsi Lamont, dal cognome francese della mamma (omaggio alla cittadinanza parigina del noto Fantômas, da cui il nostro ladro gentiluomo origina il nome), decidendo di rendere il mio personaggio più "internazionale", con padre inglese (Andrew Quackett) e madre francese (Marie Lamont).

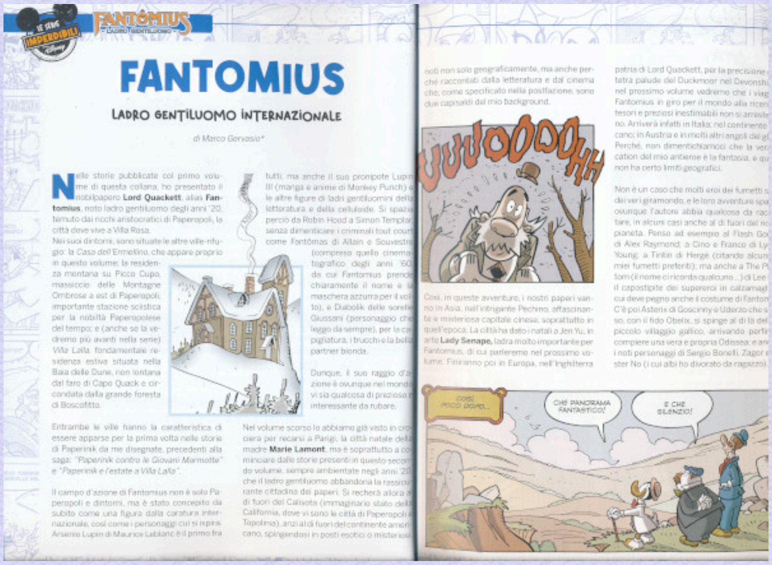
Fantomius dunque ha una madre e un padre, una bella novità in campo Disney, e i genitori non restano solo dei nomi, bensì compaiono più volte nella saga.

Altro elemento fondamentale fu la decisione che i Quackett fossero una ricca famiglia dell'alta nobiltà inglese, tanto da regalare al nostro giovane eroe il titolo di Lord. In questo modo avrebbe avuto un posto di diritto nell'esclusivo college di Paperbridge. Come sarà esplicitato pian piano all'interno della serie, volevo creare un'efficace antitesi tra le sue origini aristocratiche, l'ambiente ovattato in cui nasce e in cui il padre Andrew Quackett è a suo agio, e la sua morale e i suoi valori formatisi nel corso dell'adolescenza a Paperbridge, in netto contrasto con quelli del padre e con quel mondo, che arriva perfino a disprezzare,

seppure costretto a freq
quenta indossando una m
quella di Fantomius, que
vera natura, la maschera
ro porta è proprio quella
Questa è la caratteristica
ho avuto in mente per il
differenzia da tutti gli alt
Paperinik compreso: **Fant**
ra identità, Lord Quack
La maschera di un nobile
suo ambiente aristocrati
circoli esclusivi e le feste
dell'etichetta, non ama f
la superficialità e l'ipocris
pari, quelli che si mostrar
za valori, quelli arricchitis
vera gente, quelli che a c
criminali, ma sui quali la
può intervenire. Allora ci
dall'interno, come un inf
sce" a suo modo, second
visione della giustizia, pr
hanno di più caro: il dena
il loro potere, ma anche l
"intoccabili", convinzione
pezzo dopo pezzo, facend
sotto i loro piedi.

NON E' STATA COLPA MIA, BARONE! IL BASTONE ERA SCIVOLOSO!
INFATTI LA COLPA E' MIA, CHE HO ACCETTATO DI GIOCARE CON VOI! UMPF!

STORIE INTRAMONTABILI
LE SERIE IMPERDIBILI Disney
CONTENUTI INEDITI
FANTOMIUS
LADRO GENTILUOMO
PANINI COMICS



FANTOMIUS

LADRO GENTILUOMO INTERNAZIONALE

*di Marco Gervasio**

Nelle storie pubblicate col primo volume di questa collana, ho presentato il nobilpapero **Lord Quackett**, alias **Fantomius**, noto ladro gentiluomo degli anni '20, temuto dai ricchi aristocratici di Paperopoli, la città dove vive a Villa Rosa.

Nei suoi dintorni, sono situate le altre ville-rifugio: la *Casa dell'Ermellino*, che appare proprio in questo volume; la residenza montana su Picco Cupo, massiccio delle Montagne Ombrose a est di Paperopoli, importante stazione sciistica per la nobiltà Paperopolese del tempo; e (anche se la vedremo più avanti nella serie) *Villa Lalla*, fondamentale residenza estiva situata nella Baia delle Dune, non lontana dal faro di Capo Quack e circondata dalla grande foresta di Boscofitto.

Entrambe le ville hanno la caratteristica di essere apparse per la prima volta nelle storie di Paperinik da me disegnate, precedenti alla saga: "*Paperinik contro le Giovani Marmotte*" e "*Paperinik e l'estate a Villa Lalla*".

Il campo d'azione di Fantomius non è solo Paperopoli e dintorni, ma è stato concepito da subito come una figura dalla caratura internazionale, così come i personaggi cui si ispira. Arsenio Lupin di Maurice Leblanc è il primo fra tutti, ma anche il suo pronipote Lupin III (manga e anime di Monkey Punch) e le altre figure di ladri gentiluomini della letteratura e della celluloide. Si spazia perciò da Robin Hood a Simon Templar, senza dimenticare i criminali tout court come Fantômas di Allain e Souvestre (compreso quello cinematografico degli anni '60 da cui Fantomius prende chiaramente il nome e la maschera azzurra per il volto), e Diabolik delle sorelle Giussani (personaggio che leggo da sempre), per la capigliatura, i trucchi e la bella partner bionda.

Dunque, il suo raggio d'azione è ovunque nel mondo vi sia qualcosa di prezioso e interessante da rubare.

Nel volume scorso lo abbiamo già visto in crociera per recarsi a Parigi, la città natale della madre **Marie Lamont**, ma è soprattutto a cominciare dalle storie presenti in questo secondo volume, sempre ambientate negli anni '20, che il ladro gentiluomo abbandona la rassicurante cittadina dei paperi. Si recherà allora al di fuori del Calisota (immaginario stato della California, dove vi sono le città di Paperopoli e Topolinia), anzi al di fuori del continente americano, spingendosi in posti esotici o misteriosi noti non solo geograficamente, ma anche perché raccontati dalla letteratura e dal cinema che, come specificato nella postfazione, sono due capisaldi del mio background.

Così, in queste avventure, i nostri paperi vanno in Asia, nell'intrigante Pechino, affascinante e misteriosa capitale cinese, soprattutto in quell'epoca. La città ha dato i natali a Jen Yu, in arte **Lady Senape**, ladra molto importante per Fantomius, di cui parleremo nel prossimo volume. Finiranno poi in Europa, nell'Inghilterra

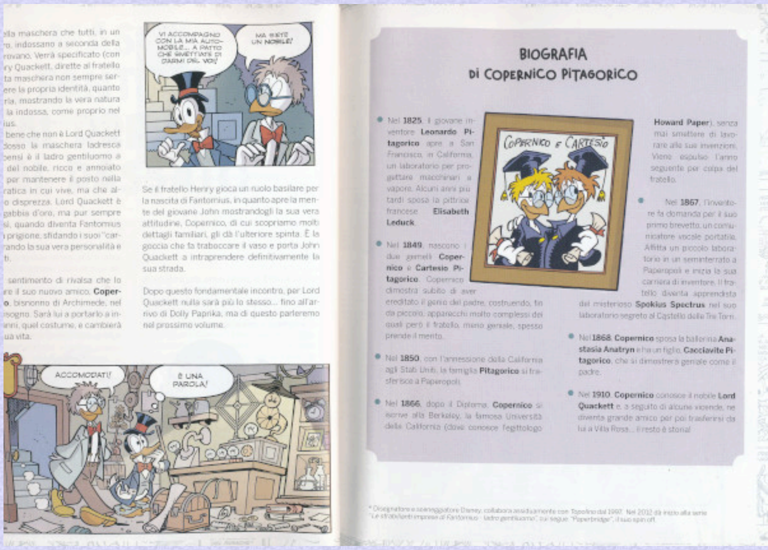
patria di Lord Quackett, per la precisione
tetra palude del Duckmoor nel Devonshi
nel prossimo volume vedremo che i viag
Fantomius in giro per il mondo alla ricer
tesori e preziosi inestimabili non si arreste
no. Arriverà infatti in Italia; nel continente
cano; in Austria e in molti altri angoli del gl
Perché, non dimentichiamoci che la vera
cation del mio antieroe è la fantasia, e qu
non ha certo limiti geografici.

Non è un caso che molti eroi dei fumetti s
dei veri giramondo, e le loro avventure spa
ovunque l'autore abbia qualcosa da rac
tare, in alcuni casi anche al di fuori del no
pianeta. Penso ad esempio al Flash Go
di Alex Raymond; a Dino e Franco di Ly
Young; a Tintin di Hergé (citando alcun
miei fumetti preferiti); ma anche a The Ph
tom (il nome ci ricorda qualcuno...) di Lee
il capostipite dei supereroi in calzamagl
cui deve pegno anche il costume di Fantom
C'è poi Asterix di Goscinny e Uderzo che s
so, con il fido Obelix, si spinge al di là del
piccolo villaggio gallico, arrivando perfi
compiere una vera e propria Odissea; e an
i noti personaggi di Sergio Bonelli, Zagor e
ster No (i cui albi ho divorato da ragazzo).

On April of 2024 the second issue of the special comic book **LE IMPERDIBILI DISNEY-FANTOMALLARD-GENTLEMAN THIEF** is published. This beautiful book reprints the following five adventures of the **Fantomallard**'s saga and several pages of articles by Marco Gervasio with information and curiosity about this saga.

The third volume of the special comic book **LE IMPERDIBILI DISNEY-FANTOMALLARD-GENTLEMAN THIEF** is pubblished on august 2024. This book reprints the following five adventures of the **Fantomallard**'s saga and several pages of articles by Marco Gervasio with information and curiosity about this saga.

STORIE INTRAMONTABILI
LE SERIE IMPERDIBILI Disney
CONTENUTI INEDITI
FANTOMIUS
LADRO GENTILUOMO
PANINI COMICS



ella maschera che tutti, in un
ro, indossano a seconda della
rovano. Verrà specificato (con
ry Quackett, dirette al fratello
ta maschera non sempre ser-
ere la propria identità, quanto
ria, mostrando la vera natura
la indossa, come proprio nel
ius.
bene che non è Lord Quackett
dosso la maschera ladresca
bensì è il ladro gentiluomo a
del nobile, ricco e annoiato
per mantenere il posto nella
ratica in cui vive, ma che al-
o disprezza. Lord Quackett è
gabbia d'oro, ma pur sempre
si, quando diventa Fantomius
prigione, sfidando i suoi "car-
rando la sua vera personalità e
ti.

sentimento di rivalsa che lo
re il suo nuovo amico, **Coper-**
o, bisnonno di Archimede, nel
sogno. Sarà lui a portarlo a in-
nni, quel costume, e cambierà
ua vita.

Se il fratello Henry gioca un ruolo basilare per la nascita di Fantomius, in quanto apre la mente del giovane John mostrandogli la sua vera attitudine, Copernico, di cui scopriamo molti dettagli familiari, gli dà l'ulteriore spinta. È la goccia che fa traboccare il vaso e porta John Quackett a intraprendere definitivamente la sua strada.

Dopo questo fondamentale incontro, per Lord Quackett nulla sarà più lo stesso... fino all'arrivo di Dolly Paprika, ma di questo parleremo nel prossimo volume.

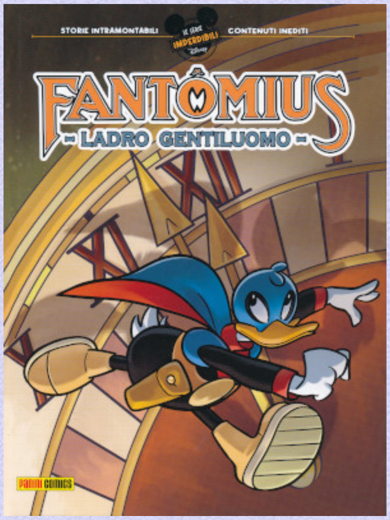
VI ACCOMPAGNO CON LA MIA AUTOMOBILE... A PATTO CHE SMETTIATE DI DARMI DEL VOI!
MA SIETE UN NOBILE!
ACCOMODATI!
È UNA PAROLA!
COPERNICO E CARTESIO

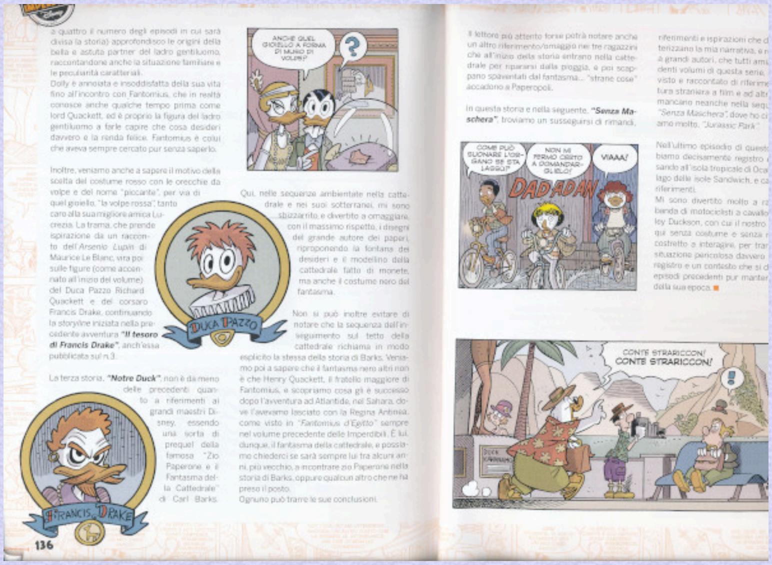
BIOGRAFIA DI COPERNICO PITAGORICO

- Nel **1825**, il giovane inventore **Leonardo Pitagorico** apre a San Francisco, in California, un laboratorio per progettare macchinari a vapore. Alcuni anni più tardi sposa la pittrice francese **Elisabeth Leduck**.
- Nel **1849**, nascono i due gemelli **Copernico** e **Cartesio Pitagorico**. Copernico dimostra subito di aver ereditato il genio del padre, costruendo, fin da piccolo, apparecchi molto complessi dei quali però il fratello, meno geniale, spesso prende il merito.
- Nel **1850**, con l'annessione della California agli Stati Uniti, la famiglia **Pitagorico** si trasferisce a Paperopoli.
- Nel **1866**, dopo il Diploma, **Copernico** si iscrive alla Berkeley, la famosa Università della California (dove conosce l'egittologo **Howard Paper**), senza mai smettere di lavorare alle sue invenzioni. Viene espulso l'anno seguente per colpa del fratello.
- Nel **1867**, l'inventore fa domanda per il suo primo brevetto: un comunicatore vocale portatile. Affitta un piccolo laboratorio in un seminterrato a Paperopoli e inizia la sua carriera di inventore. Il fratello diventa apprendista del misterioso **Spokius Spectrus** nel suo laboratorio segreto al Castello delle Tre Torri.
- Nel **1868** **Copernico** sposa la ballerina **Anastasia Anatryn** e ha un figlio, **Cacciavite Pitagorico**, che si dimostrerà geniale come il padre.
- Nel **1910**, **Copernico** conosce il nobile **Lord Quackett** e, a seguito di alcune vicende, ne diventa grande amico per poi trasferirsi da lui a Villa Rosa... il resto è storia!

---

* Disegnatore e sceneggiatore Disney, collabora assiduamente con Topolino dal 1997. Nel 2012 dà inizio alla serie "Le strabilianti imprese di Fantomius - ladro gentiluomo", cui segue "Paperbridge", il suo spin off.




ANCHE QUEL GIOIELLO A FORMA DI MUSO DI VOLPE?
?
DUCA PAZZO
FRANCIS DRAKE
COME PUÒ SUONARE L'ORGANO SE STA LASSÙ?
NON MI FERMO CERTO A DOMANDARGLIELO!
VIAAA!
DADADAN
CONTE STRARICCON! CONTE STRARICCON!

a quattro il numero degli episodi in cui sarà divisa la storia) approfondisco le origini della bella e astuta partner del ladro gentiluomo, raccontandone anche la situazione familiare e le peculiarità caratteriali.
Dolly è annoiata e insoddisfatta della sua vita fino all'incontro con Fantomius, che in realtà conosce anche qualche tempo prima come lord Quackett, ed è proprio la figura del ladro gentiluomo a farle capire che cosa desideri davvero e la renda felice. Fantomius è colui che aveva sempre cercato pur senza saperlo.

Inoltre, veniamo anche a sapere il motivo della scelta del costume rosso con le orecchie da volpe e del nome "piccante", per via di quel gioiello, "la volpe rossa", tanto caro alla sua migliore amica Lucrezia. La trama, che prende ispirazione da un racconto dell'*Arsenio Lupin* di Maurice Le Blanc, vira poi sulle figure (come accennato all'inizio del volume) del Duca Pazzo Richard Quackett e del corsaro Francis Drake, continuando la storyline iniziata nella precedente avventura ***"Il tesoro di Francis Drake"***, anch'essa pubblicata sul n.3.

La terza storia, ***"Notre Duck"***, non è da meno delle precedenti quanto a riferimenti ai grandi maestri Disney, essendo una sorta di prequel della famosa "Zio Paperone e il Fantasma della Cattedrale" di Carl Barks.

Qui, nelle sequenze ambientate nella cattedrale e nei suoi sotterranei, mi sono sbizzarrito e divertito a omaggiare, con il massimo rispetto, i disegni del grande autore dei paperi, riproponendo la fontana dei desideri e il modellino della cattedrale fatto di monete, ma anche il costume nero del fantasma.

Non si può inoltre evitare di notare che la sequenza dell'inseguimento sul tetto della cattedrale richiama in modo esplicito la stessa della storia di Barks. Veniamo poi a sapere che il fantasma nero altri non è che Henry Quackett, il fratello maggiore di Fantomius, e scopriamo cosa gli è successo dopo l'avventura ad Atlantide, nel Sahara, dove l'avevamo lasciato con la Regina Antinea, come visto in "*Fantomius d'Egitto*" sempre nel volume precedente delle Imperdibili. È lui, dunque, il fantasma della cattedrale, e possiamo chiederci se sarà sempre lui tra alcuni anni, più vecchio, a incontrare zio Paperone nella storia di Barks, oppure qualcun altro che ne ha preso il posto.
Ognuno può trarre le sue conclusioni.

136

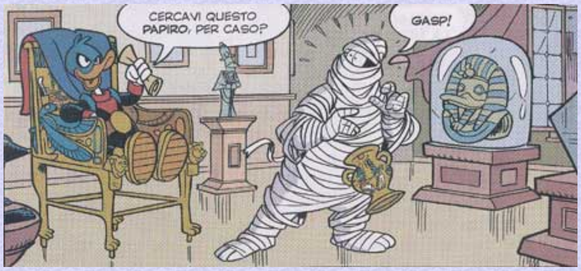
Il lettore più attento forse potrà notare anche un altro riferimento/omaggio nei tre ragazzini che all'inizio della storia entrano nella cattedrale per ripararsi dalla pioggia, e poi scappano spaventati dal fantasma... "strane cose" accadono a Paperopoli.

In questa storia e nella seguente, ***"Senza Maschera"***, troviamo un susseguirsi di rimandi,

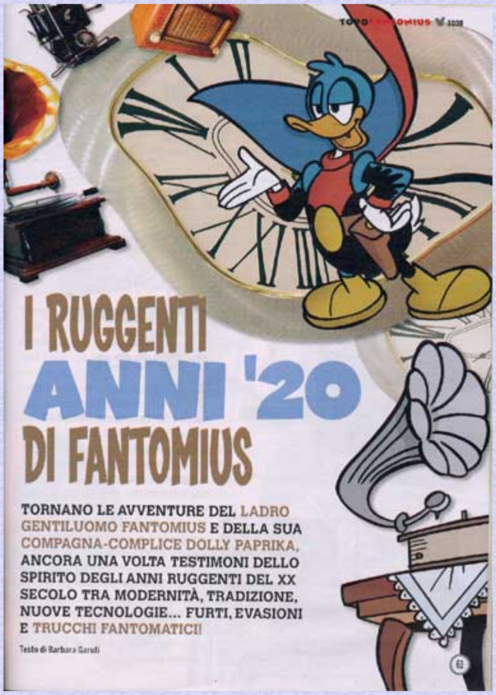
riferimenti e ispirazioni che d
terizzano la mia narrativa, e n
a grandi autori, che tutti ami
denti volumi di questa serie,
visto e raccontato di riferim
tura straniera a film e ad altr
mancano neanche nella sequ
"*Senza Maschera*", dove ho ci
amo molto, "*Jurassic Park*".

Nell'ultimo episodio di questo
biamo decisamente registro
sando all'isola tropicale di Oca
lago delle isole Sandwich, e ca
riferimenti.
Mi sono divertito molto a ra
banda di motociclisti a cavallo
ley Duckson, con cui il nostro
qui senza costume e senza r
costretto a interagire, per tra
situazione pericolosa davvero
registro e un contesto che si d
episodi precedenti pur manter
della sua epoca. ■

The fourth volume of the special comic book **LE IMPERDIBILI DISNEY- FANTOMALLARD- GENTLEMAN THIEF** is pubblished on december 2024. This book reprints the following four adventures of the **Fantomallard**'s saga and several pages of articles by Marco Gervasio with information and curiosity about this saga.


CERCAVI QUESTO PAPIRO, PER CASO?
GASP!

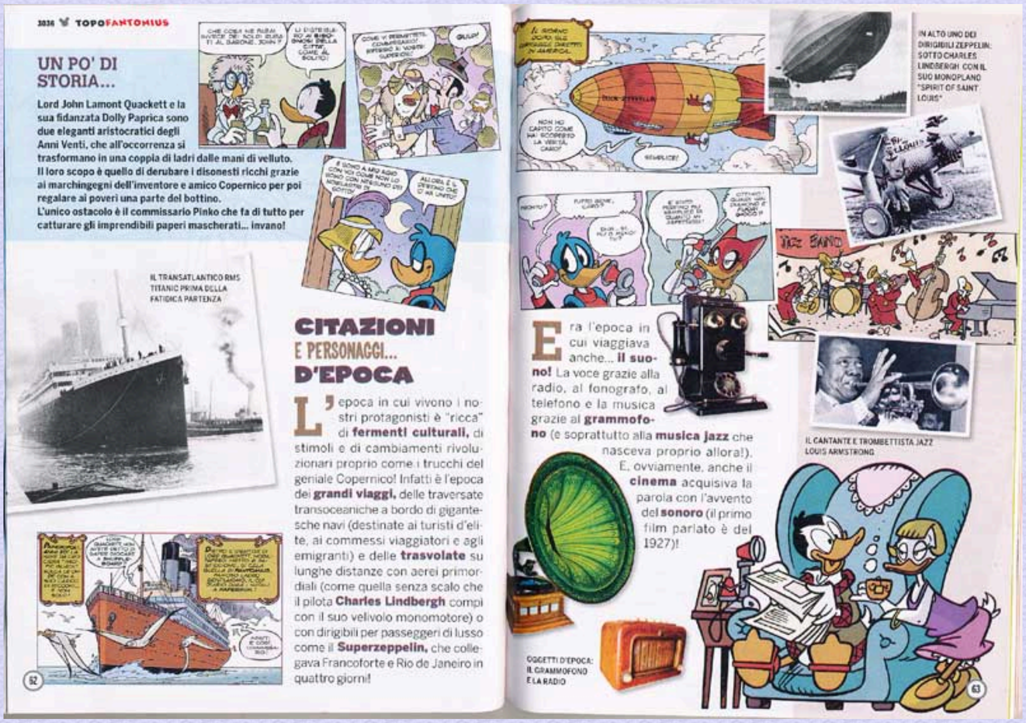
In the sixth story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- titled ***THE CURSE OF THE PHARAOH*** the good artist and writer Marco Gervasio offers us a great adventure that shows the gentleman thief, his girlfriend and their friend **Copernicus** struggling with the mummy and its alleged curse of the pharaoh **Tutanquackmon**'s treasure which has been exhibited at the Museum of Duckburg. Clear historical references to the famous discovery of the tomb of **Tutankhamun** took place in that period by a team of researchers and archaeologists assisted by **Howard Carter** and financed by **Lord Carnarvon** (respectively **Howard Paper** and **Lord Papervon** in the Gervasio story).
Also this adventure is correlated with a well-designed five-page editorial titled **THE FANTOMALLARD ROARING '20s** where Garufi Barbara tells us about that period by combining the colorful drawn from the various stories of the saga with black and white vintage photos of the various characters and historical events including **Louis Armstrong** , the Titanic, airships, tennis (**Lacoste**), fencing (**Nedo Nadi** in this story "ducktomized" in **Naduck**) and **Charles Lindbergh** with his plane "Spirit of St. Louis" during his first Atlantic non-stop flight also remembered in the first strip of Mickey Mouse in the newspapers of the 1930 written by **Walt Disney**.
during the preparation of this adventure the editorial staff of the Italian comic book TOPOLINO made a great video viewable from the site http://http://www.topolino.it/video/la-maledizione-del-faraone/


I RUGGENTI ANNI '20 DI FANTOMIUS

TORNANO LE AVVENTURE DEL LADRO GENTILUOMO FANTOMIUS E DELLA SUA COMPAGNA-COMPLICE DOLLY PAPRIKA, ANCORA UNA VOLTA TESTIMONI DELLO SPIRITO DEGLI ANNI RUGGENTI DEL XX SECOLO TRA MODERNITÀ, TRADIZIONE, NUOVE TECNOLOGIE... FURTI, EVASIONI E TRUCCHI FANTOMATICI!

Testo di Barbara Garufi

61



UN PO' DI STORIA...

Lord John Lamont Quackett e la sua fidanzata Dolly Paprica sono due eleganti aristocratici degli Anni Venti, che all'occorrenza si trasformano in una coppia di ladri dalle mani di velluto. Il loro scopo è quello di derubare i disonesti ricchi grazie ai marchingegni dell'inventore e amico Copernico per poi regalare ai poveri una parte del bottino.
L'unico ostacolo è il commissario Pinko che fa di tutto per catturare gli imprendibili paperi mascherati... invano!

IL TRANSATLANTICO RMS TITANIC PRIMA DELLA FATIDICA PARTENZA

CITAZIONI E PERSONAGGI... D'EPOCA

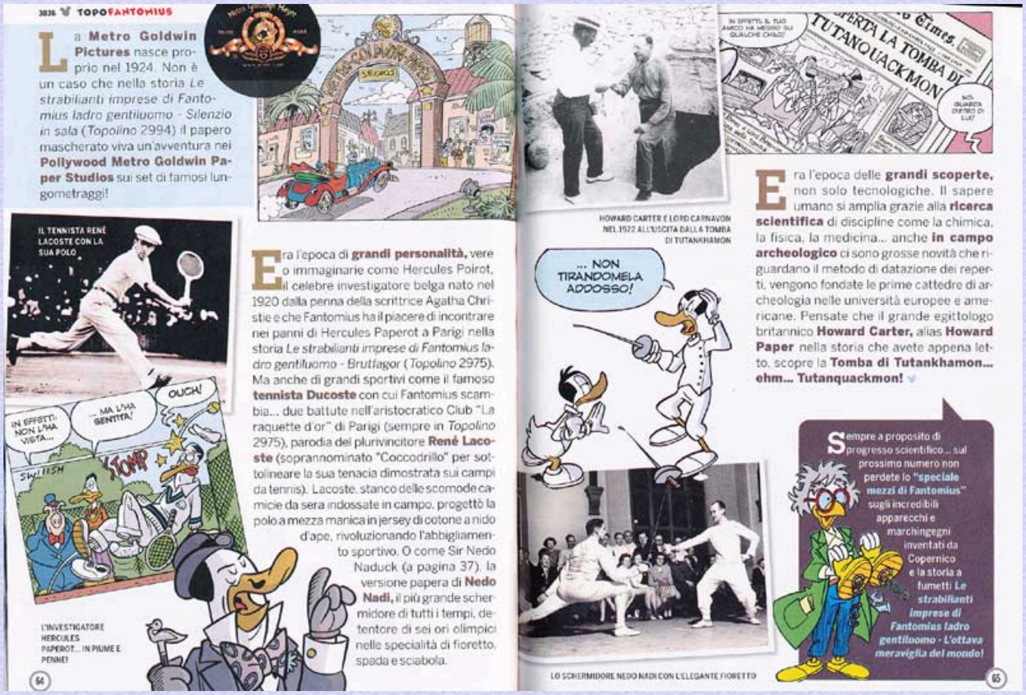
L'epoca in cui vivono i nostri protagonisti è "ricca" di **fermenti culturali,** di stimoli e di cambiamenti rivoluzionari proprio come i trucchi del geniale Copernico! Infatti è l'epoca dei **grandi viaggi,** delle traversate transoceaniche a bordo di gigantesche navi (destinate ai turisti d'elite, ai commessi viaggiatori e agli emigranti) e delle **trasvolate** su lunghe distanze con aerei primordiali (come quella senza scalo che il pilota **Charles Lindbergh** compì con il suo velivolo monomotore) o con dirigibili per passeggeri di lusso come il **Superzeppelin,** che collegava Francoforte e Rio de Janeiro in quattro giorni!

IN ALTO UNO DEI DIRIGIBILI ZEPPELIN; SOTTO CHARLES LINDBERGH CON IL SUO MONOPLANO "SPIRIT OF SAINT LOUIS"

Era l'epoca in cui viaggiava anche... **il suono!** La voce grazie alla radio, al fonografo, al telefono e la musica grazie al **grammofono** (e soprattutto alla **musica jazz** che nasceva proprio allora!). E, ovviamente, anche il **cinema** acquisiva la parola con l'avvento del **sonoro** (il primo film parlato è del 1927)!

IL CANTANTE E TROMBETTISTA JAZZ LOUIS ARMSTRONG

OGGETTI D'EPOCA: IL GRAMMOFONO E LA RADIO



La **Metro Goldwin Pictures** nasce proprio nel 1924. Non è un caso che nella storia *Le strabilianti imprese di Fantomius ladro gentiluomo - Silenzio in sala* (*Topolino* 2994) il papero mascherato viva un'avventura nei **Pollywood Metro Goldwin Paper Studios** sui set di famosi lungometraggi!

IL TENNISTA RENÉ LACOSTE CON LA SUA POLO

Era l'epoca di **grandi personalità,** vere o immaginarie come Hercules Poirot, il celebre investigatore belga nato nel 1920 dalla penna della scrittrice Agatha Christie e che Fantomius ha il piacere di incontrare nei panni di Hercules Paperot a Parigi nella storia *Le strabilianti imprese di Fantomius ladro gentiluomo - Brutfagor* (*Topolino* 2975). Ma anche di grandi sportivi come il famoso **tennista Ducoste** con cui Fantomius scambia... due battute nell'aristocratico Club "La raquette d'or" di Parigi (sempre in *Topolino* 2975), parodia del plurivincitore **René Lacoste** (soprannominato "Coccodrillo" per sottolineare la sua tenacia dimostrata sui campi da tennis). Lacoste, stanco delle scomode camicie da sera indossate in campo, progettò la polo a mezza manica in jersey di cotone a nido d'ape, rivoluzionando l'abbigliamento sportivo. O come Sir Nedo Naduck (a pagina 37), la versione papera di **Nedo Nadi,** il più grande schermidore di tutti i tempi, detentore di sei ori olimpici nelle specialità di fioretto, spada e sciabola.

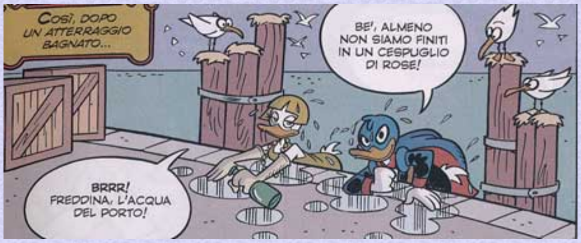
L'INVESTIGATORE HERCULES PAPEROT... IN PIUME E PENNE!

HOWARD CARTER E LORD CARNAVON NEL 1922 ALL'USCITA DALLA TOMBA DI TUTANKHAMON

Era l'epoca delle **grandi scoperte,** non solo tecnologiche. Il sapere umano si amplia grazie alla **ricerca scientifica** di discipline come la chimica, la fisica, la medicina... anche **in campo archeologico** ci sono grosse novità che riguardano il metodo di datazione dei reperti, vengono fondate le prime cattedre di archeologia nelle università europee e americane. Pensate che il grande egittologo britannico **Howard Carter,** alias **Howard Paper** nella storia che avete appena letto, scopre la **Tomba di Tutankhamon... ehm... Tutanquackmon!**

Sempre a proposito di progresso scientifico... sul prossimo numero non perdete lo **"speciale mezzi di Fantomius"** sugli incredibili apparecchi e marchingegni inventati da Copernico e la storia a fumetti ***Le strabilianti imprese di Fantomius ladro gentiluomo - L'ottava meraviglia del mondo!***

LO SCHERMIDORE NEDO NADI CON L'ELEGANTE FIORETTO


COSÌ, DOPO UN ATTERRAGGIO BAGNATO...
BE', ALMENO NON SIAMO FINITI IN UN CESPUGLIO DI ROSE!
BRRR! FREDDINA, L'ACQUA DEL PORTO!

In the seventh story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF*** titled ***THE EIGHTH WONDER OF THE WORLD*** Marco Gervasio proposes another magical adventure full of philologicalreferences. The script is clearly inspired to "King Kong"" by **Schoedsack** and **Cooper** (who also appears in the final sequence). Several references are placed ranging from Frankenstein to Superman, Spiderman to **Nagai anime** and of course the Nautilus **Jules Verne**. From the point of view of the philological references in a cartoon the two sisters **Scrooge Mc Duck Matilda** and **Hortense** are shown with the **Hortense**'s husband **Quackmore Duck**. Another tribute to Don Rosa appears in the cartoon in which the name of the theater is **D.U.C.K. THEATRE** In addition also the **Scrooge** Money Bin is shown on the Duckburg hill.

Definitely wonderful is the editorial of Barbara Garufi **FANTOMALLARD ALWAYS IN THE MIDDLE ...** where are shown with beautiful drawings, several cutaways and technical detailed information of the amazing machines created by **Copernicus** and used up to now by **Fantomallard** in the various episodes of the saga: The special car, the special side car, the aerostatic baloon, the aerocycle, The Phantomarine, The Elevator, the gyro-rotors and the pocket glider.

3037 TOPOFANTOMIUS

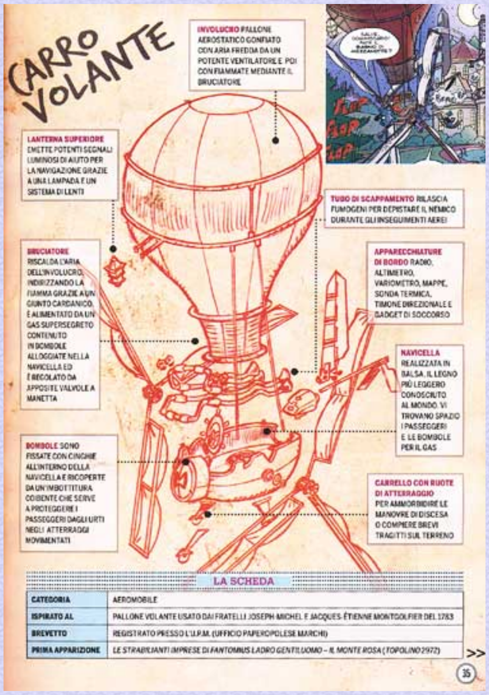
FANTOMIUS, SEI SEMPRE IN... MEZZO!

CHE SIANO DI COMUNICAZIONE O DI TRASPORTO NON HA IMPORTANZA... LA BUONA RIUSCITA DI UN COLPO PER FANTOMIUS DIPENDE SEMPRE DAI SOFISTICATISSIMI MEZZI CHE IL SUO AMICO E INVENTORE COPERNICO GLI METTE A DISPOSIZIONE! ECCOLI... NEL DETTAGLIO!

Testo di Barbara Garufi
Disegni di Marco Gervasio

Come funzionano **i potenti mezzi** del ladro gentiluomo? Di quali espedienti si avvalgono? Da quanti ingranaggi, ruote dentate, viti e bulloni sono composti? Per avere una risposta a tutte queste domande **abbiamo sbirciato tra gli appunti,** gli studi preliminari e **i progetti di Copernico,** che li ha inventati e messi a punto... pezzo dopo pezzo, meccanismo dopo meccanismo. A voi la selezione dei marchingegni... più ingegnosi che avete incontrato finora nelle storie di **Fantomius.**

34


CARRO VOLANTE

INVOLUCRO PALLONE AEROSTATICO GONFIATO CON ARIA FREDDA DA UN POTENTE VENTILATORE E POI CON FIAMMATE MEDIANTE IL BRUCIATORE

LANTERNA SUPERIORE EMETTE POTENTI SEGNALI LUMINOSI DI AIUTO PER LA NAVIGAZIONE GRAZIE A UNA LAMPADA E UN SISTEMA DI LENTI

TUBO DI SCAPPAMENTO RILASCIA FUMOGENI PER DEPISTARE IL NEMICO DURANTE GLI INSEGUIMENTI AEREI

BRUCIATORE RISCALDA L'ARIA DELL'INVOLUCRO, INDIRIZZANDO LA FIAMMA GRAZIE A UN GIUNTO CARDANICO. È ALIMENTATO DA UN GAS SUPERSEGRETO CONTENUTO IN BOMBOLE ALLOGGIATE NELLA NAVICELLA ED È REGOLATO DA APPOSITE VALVOLE A MANETTA

APPARECCHIATURE DI BORDO RADIO, ALTIMETRO, VARIOMETRO, MAPPE, SONDA TERMICA, TIMONE DIREZIONALE E GADGET DI SOCCORSO

NAVICELLA REALIZZATA IN BALSA, IL LEGNO PIÙ LEGGERO CONOSCIUTO AL MONDO. VI TROVANO SPAZIO I PASSEGGERI E LE BOMBOLE PER IL GAS

BOMBOLE SONO FISSATE CON CINGHIE ALL'INTERNO DELLA NAVICELLA E RICOPERTE DA UN'IMBOTTITURA COIBENTE CHE SERVE A PROTEGGERE I PASSEGGERI DAGLI URTI NEGLI ATTERRAGGI MOVIMENTATI

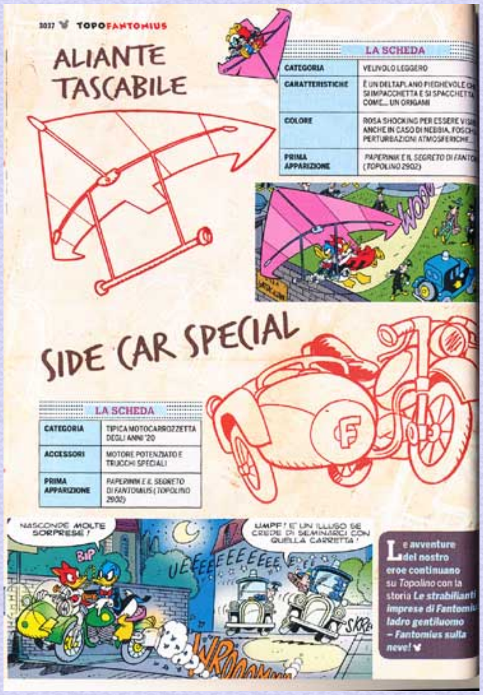
CARRELLO CON RUOTE DI ATTERRAGGIO PER AMMORBIDIRE LE MANOVRE DI DISCESA O COMPIERE BREVI TRAGITTI SUL TERRENO

LA SCHEDA

CATEGORIA	AEROMOBILE
ISPIRATO AL	PALLONE VOLANTE USATO DAI FRATELLI JOSEPH-MICHEL E JACQUES-ÉTIENNE MONTGOLFIER DEL 1783
BREVETTO	REGISTRATO PRESSO L'U.P.M. (UFFICIO PAPEROPOLESE MARCHI)
PRIMA APPARIZIONE	*LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – IL MONTE ROSA* (*TOPOLINO* 2972)

>>

35


3037 TOPOFANTOMIUS

ALIANTE TASCABILE

LA SCHEDA

CATEGORIA	VELIVOLO LEGGERO
CARATTERISTICHE	È UN DELTAPLANO PIEGHEVOLE CH SI IMPACCHETTA E SI SPACCHETTA COME... UN ORIGAMI
COLORE	ROSA SHOCKING PER ESSERE VIS ANCHE IN CASO DI NEBBIA, FOSCH PERTURBAZIONI ATMOSFERICHE
PRIMA APPARIZIONE	*PAPERINIK E IL SEGRETO DI FANTO* (*TOPOLINO* 2902)

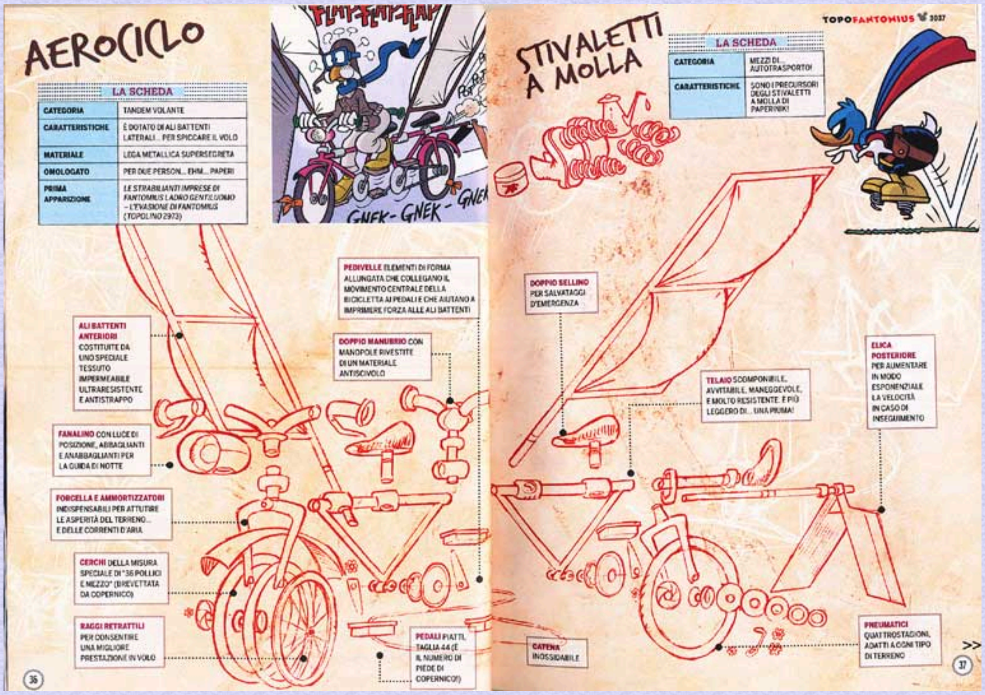
SIDE CAR SPECIAL

LA SCHEDA

CATEGORIA	TIPICA MOTOCARROZZETTA DEGLI ANNI '20
ACCESSORI	MOTORE POTENZIATO E TRUCCHI SPECIALI
PRIMA APPARIZIONE	*PAPERINIK E IL SEGRETO DI FANTOMIUS* (*TOPOLINO* 2902)

Le avventure del nostro eroe continuano su *Topolino* con la storia ***Le strabilianti imprese di Fantomi ladro gentiluomo – Fantomius sulla neve!***

WOOO
NASCONDE MOLTE SORPRESE!
BIP
UMPF! È UN ILLUSO SE CREDE DI SEMINARCI CON QUELLA CARRETTA!
UEEEEEEEEEEEE
SKRE
WROOOMMM



AEROCICLO

LA SCHEDA

CATEGORIA	TANDEM VOLANTE
CARATTERISTICHE	È DOTATO DI ALI BATTENTI LATERALI... PER SPICCARE IL VOLO
MATERIALE	LEGA METALLICA SUPERSEGRETA
OMOLOGATO	PER DUE PERSON... EHM... PAPERI
PRIMA APPARIZIONE	*LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – L'EVASIONE DI FANTOMIUS* (TOPOLINO 2973)

PEDIVELLE ELEMENTI DI FORMA ALLUNGATA CHE COLLEGANO IL MOVIMENTO CENTRALE DELLA BICICLETTA AI PEDALI E CHE AIUTANO A IMPRIMERE FORZA ALLE ALI BATTENTI

ALI BATTENTI ANTERIORI COSTITUITE DA UNO SPECIALE TESSUTO IMPERMEABILE ULTRARESISTENTE E ANTISTRAPPO

DOPPIO MANUBRIO CON MANOPOLE RIVESTITE DI UN MATERIALE ANTISCIVOLO

FANALINO CON LUCE DI POSIZIONE, ABBAGLIANTI E ANABBAGLIANTI PER LA GUIDA DI NOTTE

FORCELLA E AMMORTIZZATORI INDISPENSABILI PER ATTUTIRE LE ASPERITÀ DEL TERRENO... E DELLE CORRENTI D'ARIA

CERCHI DELLA MISURA SPECIALE DI "36 POLLICI E MEZZO" (BREVETTATA DA COPERNICO)

RAGGI RETRATTILI PER CONSENTIRE UNA MIGLIORE PRESTAZIONE IN VOLO

PEDALI PIATTI, TAGLIA 44 (È IL NUMERO DI PIEDE DI COPERNICO!)

36

TOPOFANTOMIUS 3037

STIVALETTI A MOLLA

LA SCHEDA

CATEGORIA	MEZZI DI... AUTOTRASPORTO!
CARATTERISTICHE	SONO I PRECURSORI DEGLI STIVALETTI A MOLLA DI PAPERINIK!

DOPPIO SELLINO PER SALVATAGGI D'EMERGENZA

TELAIO SCOMPONIBILE, AVVITABILE, MANEGGEVOLE, E MOLTO RESISTENTE. È PIÙ LEGGERO DI... UNA PIUMA!

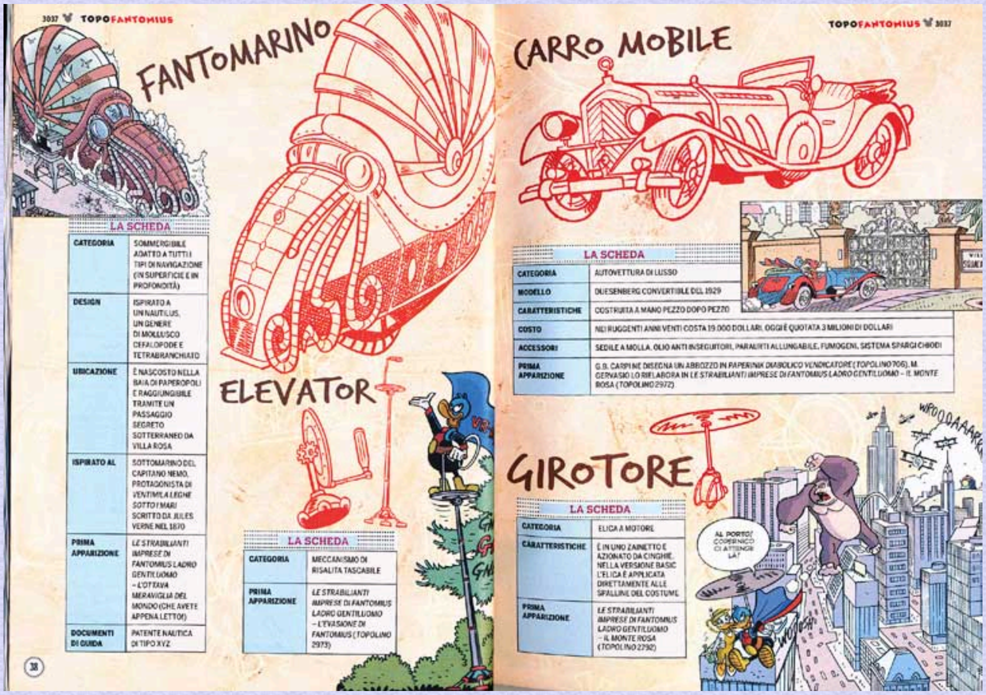
ELICA POSTERIORE PER AUMENTARE IN MODO ESPONENZIALE LA VELOCITÀ IN CASO DI INSEGUIMENTO

CATENA INOSSIDABILE

PNEUMATICI QUATTROSTAGIONI, ADATTI A OGNI TIPO DI TERRENO

>>

37


AL PORTO! COPERNICO CI ATTENDE LÀ!
WROOOAAAR
WOOSH

3037 TOPOFANTOMIUS

FANTOMARINO

LA SCHEDA

CATEGORIA	SOMMERGIBILE ADATTO A TUTTI I TIPI DI NAVIGAZIONE (IN SUPERFICIE E IN PROFONDITÀ)
DESIGN	ISPIRATO A UN NAUTILUS, UN GENERE DI MOLLUSCO CEFALOPODE E TETRABRANCHIATO
UBICAZIONE	È NASCOSTO NELLA BAIA DI PAPEROPOLI E RAGGIUNGIBILE TRAMITE UN PASSAGGIO SEGRETO SOTTERRANEO DA VILLA ROSA
ISPIRATO AL	SOTTOMARINO DEL CAPITANO NEMO, PROTAGONISTA DI *VENTIMILA LEGHE SOTTO I MARI* SCRITTO DA JULES VERNE NEL 1870
PRIMA APPARIZIONE	*LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – L'OTTAVA MERAVIGLIA DEL MONDO* (CHE AVETE APPENA LETTO!)
DOCUMENTI DI GUIDA	PATENTE NAUTICA DI TIPO XYZ

ELEVATOR

LA SCHEDA

CATEGORIA	MECCANISMO DI RISALITA TASCABILE
PRIMA APPARIZIONE	*LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – L'EVASIONE DI FANTOMIUS* (TOPOLINO 2973)

38

TOPOFANTOMIUS 3037

CARRO MOBILE

LA SCHEDA

CATEGORIA	AUTOVETTURA DI LUSSO
MODELLO	DUESENBERG CONVERTIBILE DEL 1929
CARATTERISTICHE	COSTRUITA A MANO PEZZO DOPO PEZZO
COSTO	NEI RUGGENTI ANNI VENTI COSTA 19.000 DOLLARI. OGGI È QUOTATA 3 MILIONI DI DOLLARI
ACCESSORI	SEDILE A MOLLA, OLIO ANTI INSEGUITORI, PARAURTI ALLUNGABILE, FUMOGENI, SISTEMA SPARGI CHIODI
PRIMA APPARIZIONE	G.B. CARPI NE DISEGNA UN ABBOZZO IN *PAPERINIK DIABOLICO VENDICATORE* (TOPOLINO 706). M. GERVASIO LO RIELABORA IN *LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – IL MONTE ROSA* (TOPOLINO 2972)

GIROTORE

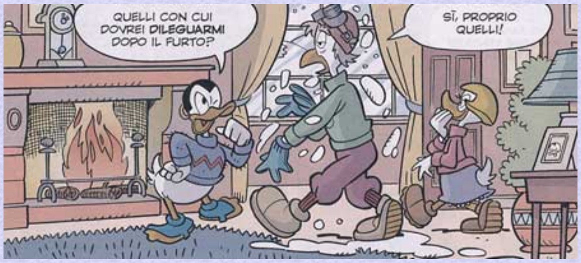
LA SCHEDA

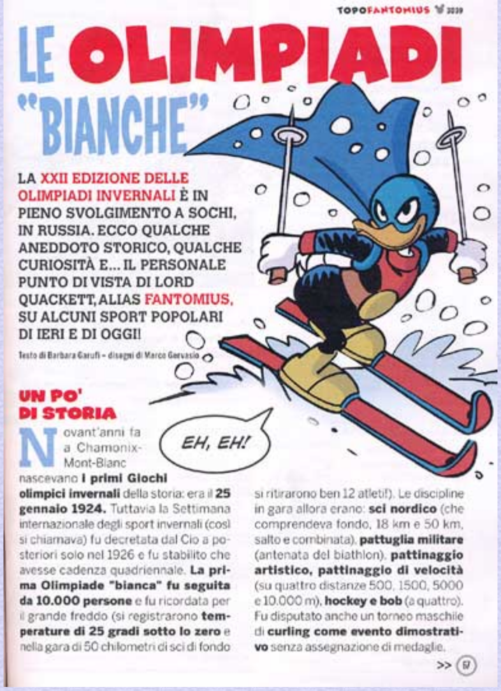
CATEGORIA	ELICA A MOTORE
CARATTERISTICHE	È IN UNO ZAINETTO E AZIONATO DA CINGHIE. NELLA VERSIONE BASIC L'ELICA È APPLICATA DIRETTAMENTE ALLE SPALLINE DEL COSTUME
PRIMA APPARIZIONE	*LE STRABILIANTI IMPRESE DI FANTOMIUS LADRO GENTILUOMO – IL MONTE ROSA* (TOPOLINO 2792)

On the occasion of this seventh story of the series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- Marco Gervasio also realizes the stunning cover of the comic book **TOPOLINO n. 3037** Dedicated to **Fantomallard** his partner **Dolly Paprika** and their friend accomplice and inventor **Copernicus Gearloose** with on the background some of their special machinery.

Disney
TOPOLINO
FANTOMIUS
n.3037
€2,40
PANINI COMICS

The eighth adventure series ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- titled ***FANTOMALLARD ON THE SNOW***, published in the **TOPOLINO n. 3039** Gervasio shows the thief gentleman and his partner involved in one of their classic robbing against the various rich and snob guys from Duckburg. The story is set in the mountain near the winter house of **Fantomallard**, the Ermine's House (called in this story Woodchuck's House!?) Situated on Dark Peak in the Shadowy Mountains. In this adventure **Fantomallard** is again struggling with the clever Belgian detective Hercule **Paperot** while in the final vignette another famous detective **Ducklock Holmes** and its collaborator Dr. **Duckson** are shown (clear reference to **Sherlock Holme** and **Dr. Watson**) This part of the story is placed in a somewhat "legendary" narration on the life of **Fantomallard** as it is unlikely that a theft committed in a hotel in Duckburg in the 1920s had such an international impact as to be reported in European newspapers and in Time.
This adventure also shows a slight change of appearance of **Fantomallard** without the two characteristic "wild tufts" above his head. This configuration makes it even more similar in the aspect to the Italian dark comics character **Diabolik**. This story is followed by an interesting editorial by Barbara Garufi on the Winter Olympic sport, with several vintage images and some beautiful drawings by Marco Gervasio.


QUELLI CON CUI DOVREI DILEGUARMI DOPO IL FURTO?
SÌ, PROPRIO QUELLI!


TOPOFANTOMIUS 3039

LE OLIMPIADI "BIANCHE"

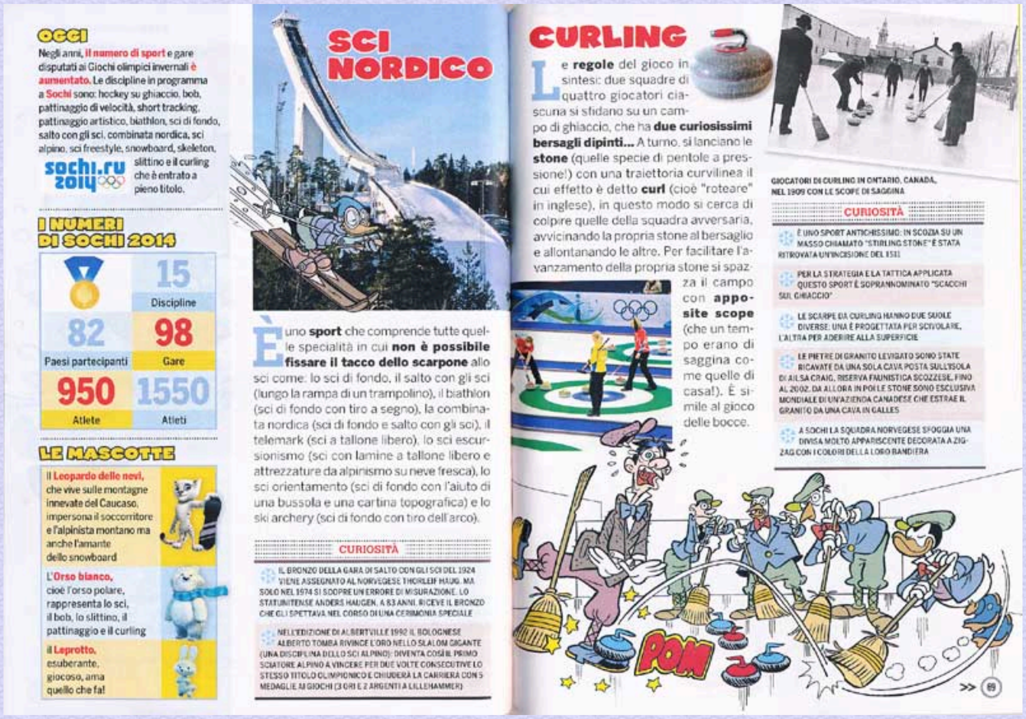
LA XXII EDIZIONE DELLE OLIMPIADI INVERNALI È IN PIENO SVOLGIMENTO A SOCHI, IN RUSSIA. ECCO QUALCHE ANEDDOTO STORICO, QUALCHE CURIOSITÀ E... IL PERSONALE PUNTO DI VISTA DI LORD QUACKETT, ALIAS FANTOMIUS, SU ALCUNI SPORT POPOLARI DI IERI E DI OGGI!

Testo di Barbara Garufi – disegni di Marco Gervasio

UN PO' DI STORIA

Novant'anni fa a Chamonix-Mont-Blanc nascevano **i primi Giochi olimpici invernali** della storia: era il **25 gennaio 1924.** Tuttavia la Settimana internazionale degli sport invernali (così si chiamava) fu decretata dal Cio a posteriori solo nel 1926 e fu stabilito che avesse cadenza quadriennale. **La prima Olimpiade "bianca" fu seguita da 10.000 persone** e fu ricordata per il grande freddo (si registrarono **temperature di 25 gradi sotto lo zero** e nella gara di 50 chilometri di sci di fondo si ritirarono ben 12 atleti!). Le discipline in gara allora erano: **sci nordico** (che comprendeva fondo, 18 km e 50 km, salto e combinata), **pattuglia militare** (antenata del biathlon), **pattinaggio artistico, pattinaggio di velocità** (su quattro distanze 500, 1500, 5000 e 10.000 m), **hockey e bob** (a quattro). Fu disputato anche un torneo maschile di **curling come evento dimostrativo** senza assegnazione di medaglie.

>> 57


OGGI

Negli anni, **il numero di sport** e gare disputati ai Giochi olimpici invernali **è aumentato.** Le discipline in programma a **Sochi** sono: hockey su ghiaccio, bob, pattinaggio di velocità, short tracking, pattinaggio artistico, biathlon, sci di fondo, salto con gli sci, combinata nordica, sci alpino, sci freestyle, snowboard, skeleton, slittino e il curling che è entrato a pieno titolo.

sochi.ru 2014

I NUMERI DI SOCHI 2014

	15 Discipline
82 Paesi partecipanti	98 Gare
950 Atlete	1550 Atleti

LE MASCOTTE

Il **Leopardo delle nevi,** che vive sulle montagne innevate del Caucaso, impersona il soccorritore e l'alpinista montano ma anche l'amante dello snowboard

L'**Orso bianco,** cioè l'orso polare, rappresenta lo sci, il bob, lo slittino, il pattinaggio e il curling

il **Leprotto,** esuberante, giocoso, ama quello che fa!

SCI NORDICO

È uno **sport** che comprende tutte quelle specialità in cui **non è possibile fissare il tacco dello scarpone** allo sci come: lo sci di fondo, il salto con gli sci (lungo la rampa di un trampolino), il biathlon (sci di fondo con tiro a segno), la combinata nordica (sci di fondo e salto con gli sci), il telemark (sci a tallone libero), lo sci escursionismo (sci con lamine a tallone libero e attrezzature da alpinismo su neve fresca), lo sci orientamento (sci di fondo con l'aiuto di una bussola e una cartina topografica) e lo ski archery (sci di fondo con tiro dell'arco).

CURIOSITÀ

IL BRONZO DELLA GARA DI SALTO CON GLI SCI DEL 1924 VIENE ASSEGNATO AL NORVEGESE THORLEIF HAUG. MA SOLO NEL 1974 SI SCOPRE UN ERRORE DI MISURAZIONE. LO STATUNITENSE ANDERS HAUGEN, A 83 ANNI, RICEVE IL BRONZO CHE GLI SPETTAVA NEL CORSO DI UNA CERIMONIA SPECIALE

NELL'EDIZIONE DI ALBERTVILLE 1992 IL BOLOGNESE ALBERTO TOMBA RIVINCE L'ORO NELLO SLALOM GIGANTE (UNA DISCIPLINA DELLO SCI ALPINO): DIVENTA COSÌ IL PRIMO SCIATORE ALPINO A VINCERE PER DUE VOLTE CONSECUTIVE LO STESSO TITOLO OLIMPIONICO E CHIUDERÀ LA CARRIERA CON 5 MEDAGLIE AI GIOCHI (3 ORI E 2 ARGENTI A LILLEHAMMER)

CURLING

Le regole del gioco in sintesi: due squadre di quattro giocatori ciascuna si sfidano su un campo di ghiaccio, che ha **due curiosissimi bersagli dipinti...** A turno, si lanciano le **stone** (quelle specie di pentole a pressione!) con una traiettoria curvilinea il cui effetto è detto **curl** (cioè "roteare" in inglese), in questo modo si cerca di colpire quelle della squadra avversaria, avvicinando la propria stone al bersaglio e allontanando le altre. Per facilitare l'avanzamento della propria stone si spazza il campo con **apposite scope** (che un tempo erano di saggina come quelle di casa!). È simile al gioco delle bocce.

GIOCATORI DI CURLING IN ONTARIO, CANADA, NEL 1909 CON LE SCOPE DI SAGGINA

CURIOSITÀ

È UNO SPORT ANTICHISSIMO: IN SCOZIA SU UN MASSO CHIAMATO "STIRLING STONE" È STATA RITROVATA UN'INCISIONE DEL 1511

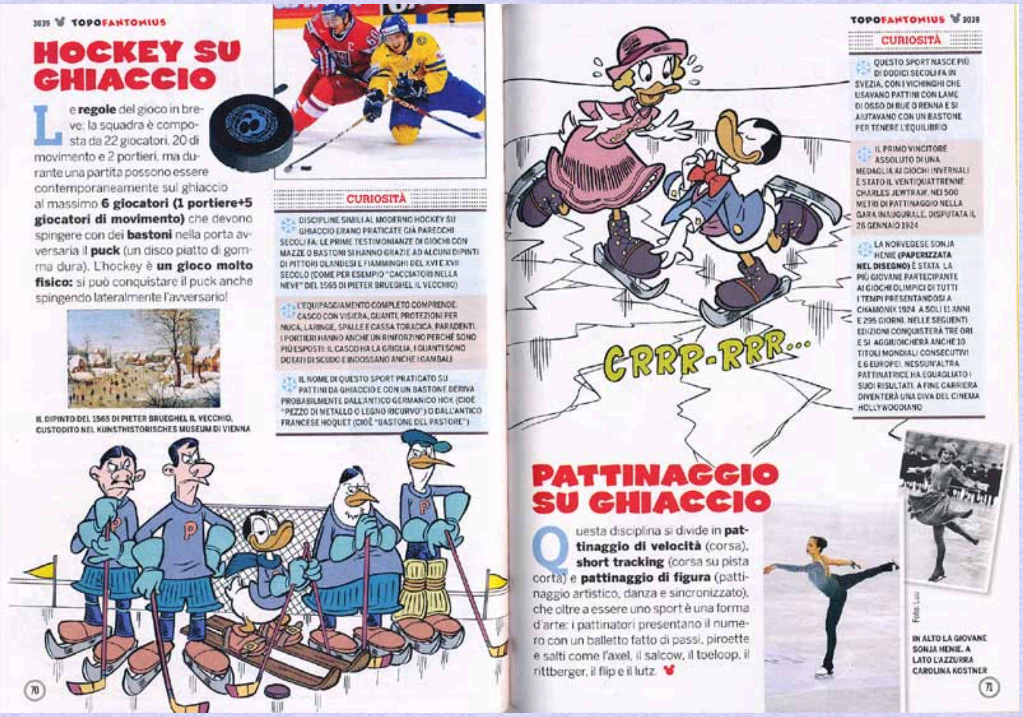
PER LA STRATEGIA E LA TATTICA APPLICATA QUESTO SPORT È SOPRANNOMINATO "SCACCHI SUL GHIACCIO"

LE SCARPE DA CURLING HANNO DUE SUOLE DIVERSE: UNA È PROGETTATA PER SCIVOLARE, L'ALTRA PER ADERIRE ALLA SUPERFICIE

LE PIETRE DI GRANITO LEVIGATO SONO STATE RICAVATE DA UNA SOLA CAVA POSTA SULL'ISOLA DI AILSA CRAIG, RISERVA FAUNISTICA SCOZZESE, FINO AL 2002. DA ALLORA IN POI LE STONE SONO ESCLUSIVA MONDIALE DI UN'AZIENDA CANADESE CHE ESTRAE IL GRANITO DA UNA CAVA IN GALLES

A SOCHI LA SQUADRA NORVEGESE SFOGGIA UNA DIVISA MOLTO APPARISCENTE DECORATA A ZIG-ZAG CON I COLORI DELLA LORO BANDIERA

>> 69



3039 TOPOFANTOMIUS

HOCKEY SU GHIACCIO

Le **regole** del gioco in breve: la squadra è composta da 22 giocatori, 20 di movimento e 2 portieri, ma durante una partita possono essere contemporaneamente sul ghiaccio al massimo **6 giocatori (1 portiere+5 giocatori di movimento)** che devono spingere con dei **bastoni** nella porta avversaria il **puck** (un disco piatto di gomma dura). L'hockey è **un gioco molto fisico:** si può conquistare il puck anche spingendo lateralmente l'avversario!

IL DIPINTO DEL 1565 DI PIETER BRUEGHEL IL VECCHIO, CUSTODITO NEL KUNSTHISTORISCHES MUSEUM DI VIENNA

CURIOSITÀ

DISCIPLINE SIMILI AL MODERNO HOCKEY SU GHIACCIO ERANO PRATICATE GIÀ PAREcchi SECOLI FA: LE PRIME TESTIMONIANZE DI GIOCHI CON MAZZE O BASTONI SI HANNO GRAZIE AD ALCUNI DIPINTI DI PITTORI OLANDESI E FIAMMINGHI DEL XVI E XVII SECOLO (COME PER ESEMPIO "CACCIATORI NELLA NEVE" DEL 1565 DI PIETER BRUEGHEL IL VECCHIO)

L'EQUIPAGGIAMENTO COMPLETO COMPRENDE: CASCO CON VISIERA, GUANTI, PROTEZIONI PER NUCA, LARINGE, SPALLE E CASSA TORACICA, PARADENTI. I PORTIERI HANNO ANCHE UN RINFORZINO PERCHÉ SONO PIÙ ESPOSTI: IL CASCO HA LA GRIGLIA, I GUANTI SONO DOTATI DI SCUDO E INDOSSANO ANCHE I GAMBALI

IL NOME DI QUESTO SPORT PRATICATO SU PATTINI DA GHIACCIO E CON UN BASTONE DERIVA PROBABILMENTE DALL'ANTICO GERMANICO HOK (CIOÈ "PEZZO DI METALLO O LEGNO RICURVO") O DALL'ANTICO FRANCESE HOQUET (CIOÈ "BASTONE DEL PASTORE")

70

TOPOFANTOMIUS 3039

CURIOSITÀ

QUESTO SPORT NASCE PIÙ DI DODICI SECOLI FA IN SVEZIA, CON I VICHINGHI CHE USAVANO PATTINI CON LAME DI OSSO DI BUE O RENNA E SI AIUTAVANO CON UN BASTONE PER TENERE L'EQUILIBRIO

IL PRIMO VINCITORE ASSOLUTO DI UNA MEDAGLIA AI GIOCHI INVERNALI È STATO IL VENTIQUATTRENNE CHARLES JEWTRAW, NEI 500 METRI DI PATTINAGGIO NELLA GARA INAUGURALE, DISPUTATA IL 26 GENNAIO 1924

LA NORVEGESE SONJA HENIE **(PAPERIZZATA NEL DISEGNO)** È STATA LA PIÙ GIOVANE PARTECIPANTE AI GIOCHI OLIMPICI DI TUTTI I TEMPI PRESENTANDOSI A CHAMONIX 1924 A SOLI 11 ANNI E 295 GIORNI. NELLE SEGUENTI EDIZIONI CONQUISTERÀ TRE ORI E SI AGGIUDICHERÀ ANCHE 10 TITOLI MONDIALI CONSECUTIVI E 6 EUROPEI. NESSUN'ALTRA PATTINATRICE HA EGUAGLIATO I SUOI RISULTATI. A FINE CARRIERA DIVENTERÀ UNA DIVA DEL CINEMA HOLLYWOODIANO

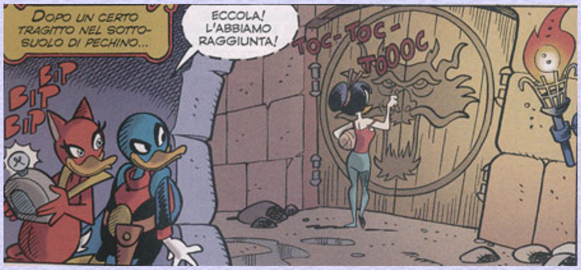
PATTINAGGIO SU GHIACCIO

Questa disciplina si divide in **pattinaggio di velocità** (corsa), **short tracking** (corsa su pista corta) e **pattinaggio di figura** (pattinaggio artistico, danza e sincronizzato), che oltre a essere uno sport è una forma d'arte: i pattinatori presentano il numero con un balletto fatto di passi, piroette e salti come l'axel, il salcow, il toeloop, il rittberger, il flip e il lutz.

Foto: Luu

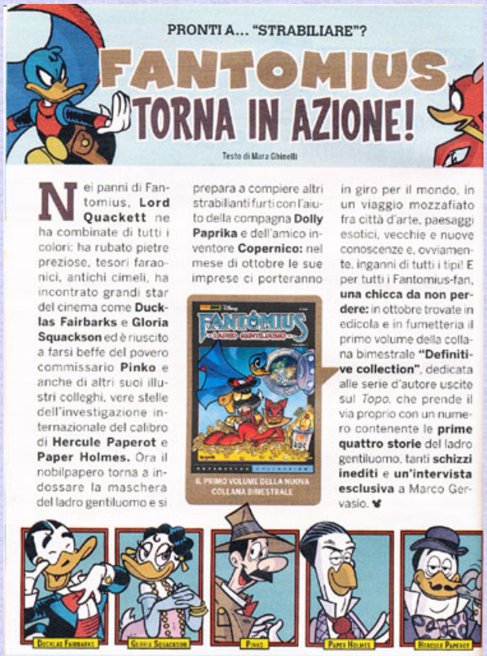
IN ALTO LA GIOVANE SONJA HENIE. A LATO L'AZZURRA CAROLINA KOSTNER

71


DOPO UN CERTO TRAGITTO NEL SOTTOSUOLO DI PECHINO...
ECCOLA! L'ABBIAMO RAGGIUNTA!
BIP BIP BIP
TOC-TOC-TOOOC

The ninth adventure of the saga **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** title **THE MASK OF FU MAN ETCHÙ**, published in the Italian comic book **TOPOLINO n. 3072**, it is show **Lord Quackett**, **Dolly Duck** and **Copernicus** in China engaged in the theft of the precious and mysterious golden mask of **Genghis Ghat**. In this story the talented Gervasio introduces us to the intriguing character of **Jen Yu** better known as **Lady Mustard** a former girl-friend and accomplice of **Fantomallard** and the fearsome criminal **Dr. Fu Man Etchù** a clear tribute to the famous evil genius **Dr. Fu Manchu** created by the British writer Sax Rohmer (Arthur Sarsfield Ward) at the beginning of the 1900.

Always great the attention to detail and the vitality of the characters typical of the stories created or designed by Marco Gervasio. Also in this case the adventure is preceded by a short but well-structured editorial by Mara Ghinelli working for the editorial staff of the Italian Disney comic book **TOPOLINO**.



PRONTI A... "STRABILIARE"?

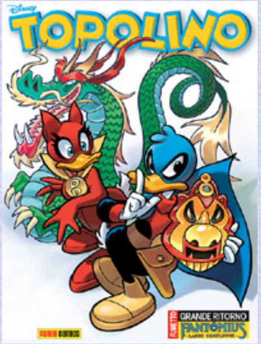
FANTOMIUS TORNA IN AZIONE!

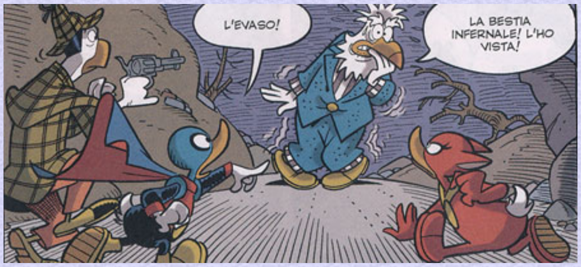
Testo di Mara Ghinelli

Nei panni di Fantomius, **Lord Quackett** ne ha combinate di tutti i colori: ha rubato pietre preziose, tesori faraonici, antichi cimeli, ha incontrato grandi star del cinema come **Ducklas Fairbarks** e **Gloria Squackson** ed è riuscito a farsi beffe del povero commissario **Pinko** e anche di altri suoi illustri colleghi, vere stelle dell'investigazione internazionale del calibro di **Hercule Paperot** e **Paper Holmes.** Ora il nobilpapero torna a indossare la maschera del ladro gentiluomo e si prepara a compiere altri strabilianti furti con l'aiuto della compagna **Dolly Paprika** e dell'amico inventore **Copernico:** nel mese di ottobre le sue imprese ci porteranno in giro per il mondo, in un viaggio mozzafiato fra città d'arte, paesaggi esotici, vecchie e nuove conoscenze e, ovviamente, inganni di tutti i tipi! E per tutti i Fantomius-fan, **una chicca da non perdere:** in ottobre trovate in edicola e in fumetteria il primo volume della collana bimestrale **"Definitive collection"**, dedicata alle serie d'autore uscite sul *Topo*, che prende il via proprio con un numero contenente le **prime quattro storie** del ladro gentiluomo, tanti **schizzi inediti** e **un'intervista esclusiva** a Marco Gervasio.

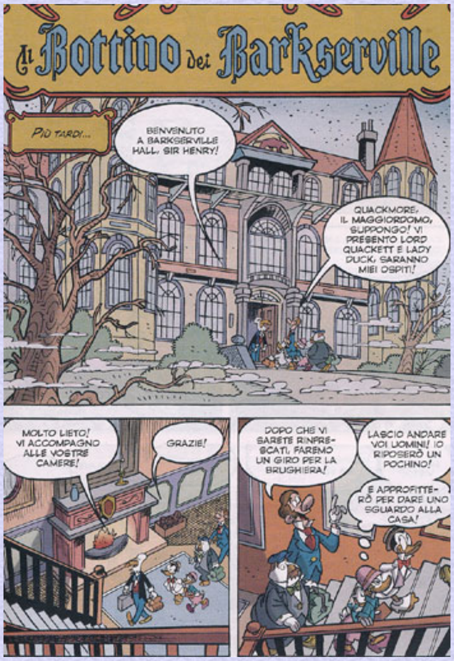
IL PRIMO VOLUME DELLA NUOVA COLLANA BIMESTRALE

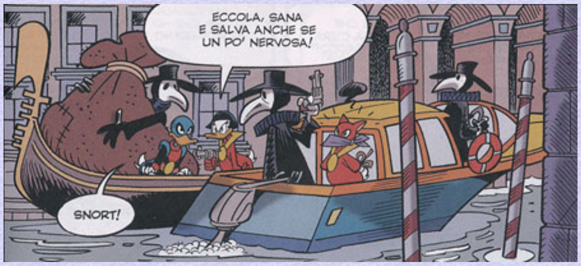
Dedicated to this ninth story of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-*** is the cover of the comic book **TOPOLINO n. 3072** which shows a great representation of **Fantomallard** and **Dolly Paprika** drawn by Giorgio Cavazzano and colored by Marco Gervasio.



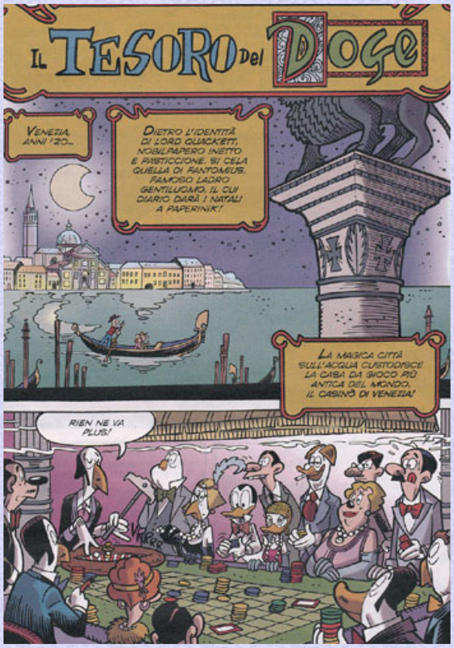

L'EVASO!
LA BESTIA INFERNALE! L'HO VISTA!

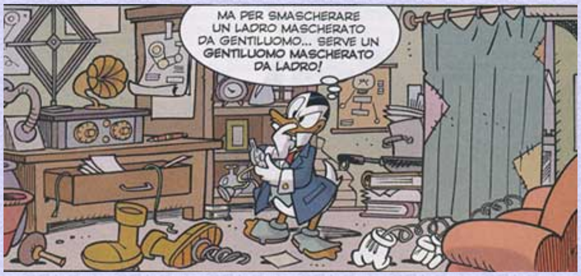
The tenth adventure of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BUTTY OF THE BARKSERVILLE***, published on **TOPOLINO n. 3073**, shows **Lord Quackett** and **Dolly Duck** in England to take over the hidden treasure of **Hugo Barkserville**. In this beautiful adventure **Fantomallard** and his partner are likely to being arrested by the skilled investigator **Paper Holmes** and his friend **Dr Duckson**. The story is well structured and there are several cross-references, as a tribute to Conan Doyle's novel **THE HOUND OF THE BASKERVILLES**, and the reference to Carl Barks, who in time had also parodied the same adventure. Gervasio traces quite closely (with the necessary simplifications) the plot of the novel, outlining a **Paper Holmes** interesting, apparently similar to the other Disney character of **Ser Lock** created by the Studio Diaz, but actually has the same vision of the true **Holmes** so that at the end of the story for simple logical deduction he is able to guess the true identity **Fantomallard** .


Il Bottino dei Barkserville
PIÙ TARDI...
BENVENUTO A BARKSERVILLE HALL, SIR HENRY!
QUACKMORE, IL MAGGIORDOMO, SUPPONGO! VI PRESENTO LORD QUACKETT E LADY DUCK, SARANNO MIEI OSPITI!
MOLTO LIETO! VI ACCOMPAGNO ALLE VOSTRE CAMERE!
GRAZIE!
DOPO CHE VI SARETE RINFRESCATI, FAREMO UN GIRO PER LA BRUGHIERA!
LASCIO ANDARE VOI UOMINI! IO RIPOSERÒ UN POCHINO!
E APPROFITTERÒ PER DARE UNO SGUARDO ALLA CASA!

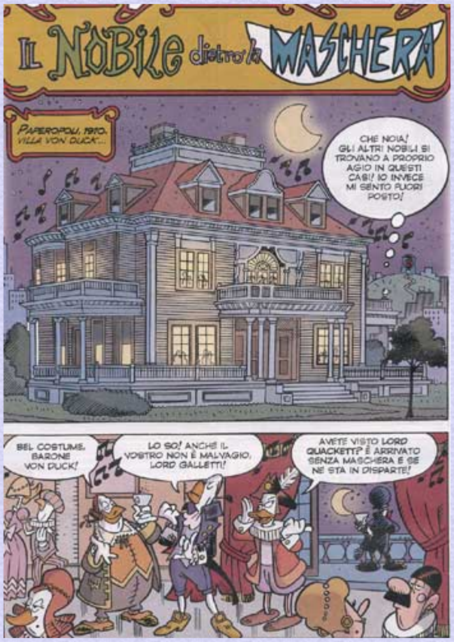

ECCOLA, SANA E SALVA ANCHE SE UN PO' NERVOSA!
SNORT!

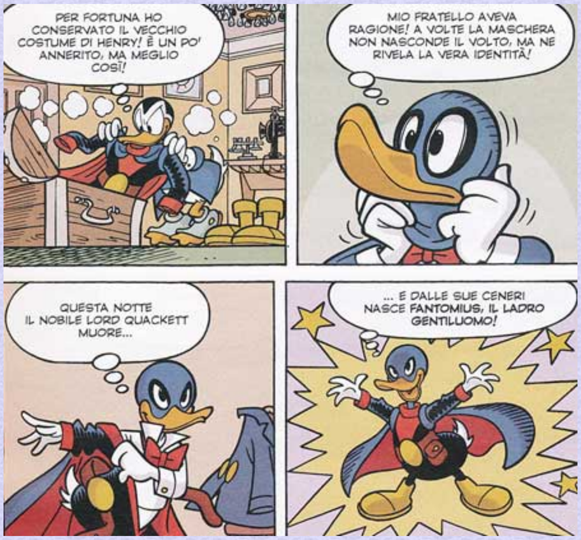
In the eleventh story of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DOGE'S TREASURE***, published in the **TOPOLINO n. 3075**, Gervasio shows **Lord Quackett** and **Dolly Duck** in the magical city of Venice, struggling with the lost treasure of the Doge and a mysterious and fearsome secret society called "The Guardians of Venice".
But it is not only the adventure plot itself to capture the reader's attention but two other passages of the story: a childhood flashback of **John Quackett** and the relationship with his father and the final ,feuilleton style, with the appearance of two mysterious characters whose roles are still well unclear but that go to delineate more markedly a continuity, however, already present in the stories of the character.
Again there are references to movies or old Disney stories like the motorized gondola that leaves the canal as in the 007 film **MOONRAKER** and the reference to the character of **Paperin Hood** who appeared on the parody of Romano Scarpa **THE LEGEND OF PAPERIN HOOD**.


IL TESORO del DOGE
VENEZIA, ANNI '20...
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
LA MAGICA CITTÀ SULL'ACQUA CUSTODISCE LA CASA DA GIOCO PIÙ ANTICA DEL MONDO, IL CASINÒ DI VENEZIA!
RIEN NE VA PLUS!
VRRRR


MA PER SMASCHERARE UN LADRO MASCHERATO DA GENTILUOMO... SERVE UN GENTILUOMO MASCHERATO DA LADRO!

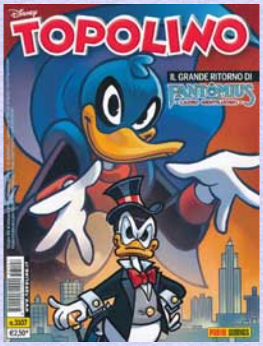
In the twelfth story of the saga **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** titled **THE NOBLE BEHIND THE MASK**, published in the **TOPOLINO n. 3107**, Gervasio shows us the origins of **Fantomallard** in various flashbacks placed both during childhood of **John Quackett** in London in 1895 and in Duckburg during the 1910.
In the the parents of **John Quackett** his older brother **Henry Quackett** are shown. The old custom of **Henry** used during masquerades, will become many years later the outfit of **Fantomallard**. This beautiful story is also shown the first encounter between **Copernicus** and **Lord Quackett** and the first mission carried out by the gentleman thief. As for his style Marco Gervasio also fits into the adventure interesting and important philological references to stories of other writers as Barks and Don Rosa as well as the first adventure of **Duck Avenger** created by Guido Martina.

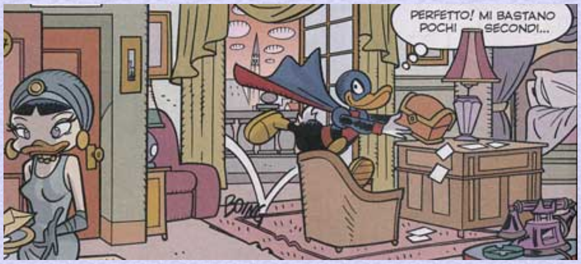

IL NOBILE dietro la MASCHERA
PAPEROPOLI, 1910. VILLA VON DUCK...
CHE NOIA! GLI ALTRI NOBILI SI TROVANO A PROPRIO AGIO IN QUESTI CASI! IO INVECE MI SENTO FUORI POSTO!
BEL COSTUME, BARONE VON DUCK!
LO SO! ANCHE IL VOSTRO NON È MALVAGIO, LORD GALLETTI!
AVETE VISTO LORD QUACKETT? È ARRIVATO SENZA MASCHERA E SE NE STA IN DISPARTE!


PER FORTUNA HO CONSERVATO IL VECCHIO COSTUME DI HENRY! È UN PO' ANNERITO, MA MEGLIO COSÌ!
MIO FRATELLO AVEVA RAGIONE! A VOLTE LA MASCHERA NON NASCONDE IL VOLTO, MA NE RIVELA LA VERA IDENTITÀ!
QUESTA NOTTE IL NOBILE LORD QUACKETT MUORE...
... E DALLE SUE CENERI NASCE FANTOMIUS, IL LADRO GENTILUOMO!

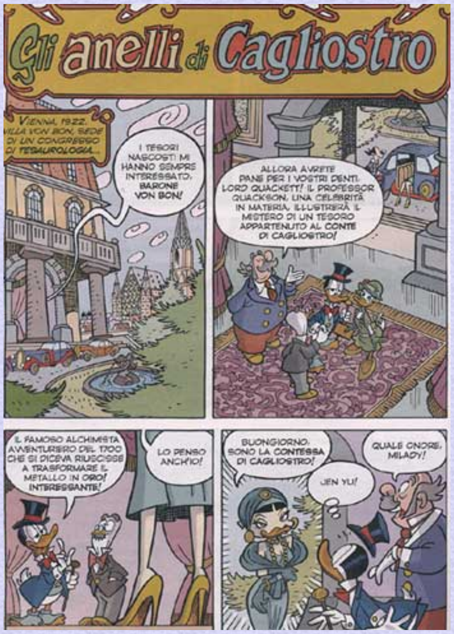
Well made by Marco Gervasio the sequences about the time when **Lord Quackett** for the first time assumes the secret identity of **Fantomallard** wearing tights base and the mantle of a party costume belonged many years before to his older brother **Henry Quackett**.
The scenes are a remarkable tribute to the early history of **Duck Avenger** (**THE DIABOLICAL DUCK AVENGER**) which are modeled on the sequence in which **Donald** for the first time is wearing the costume **Fantomallard** to become **Duck Avenger**.

As a tribute of this twelfth story of the saga **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- The **TOPOLINO n. 3107** cover shows an awesome drawing of Marco Gervasio dedicated to the origin of **Fantomallard**.

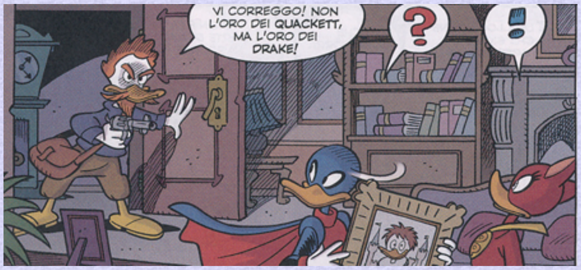

Disney
TOPOLINO
IL GRANDE RITORNO DI
FANTOMIUS

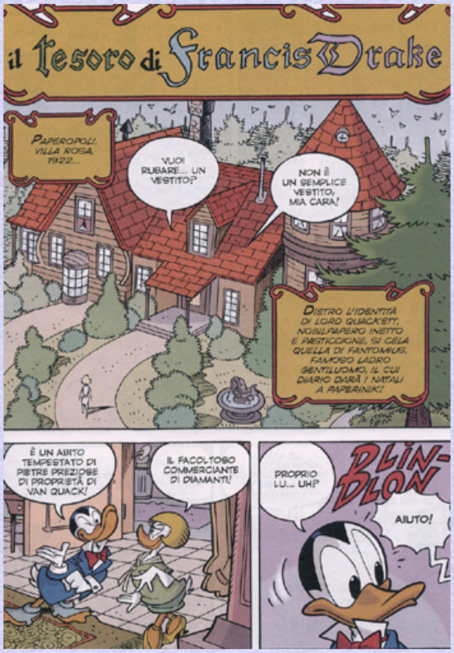

PERFETTO! MI BASTANO POCHI SECONDI...

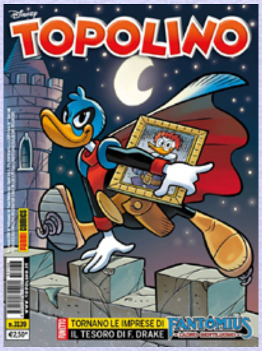
This thirteenth episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- titled **THE CAGLIOSTRO'S RINGS**, published in the **TOPOLINO n. 3108** offers us interesting references to the life of **Lord Quackett** alias **Fantomallard** before he meet his current partner **Dolly Paprika**.
Excellent the narrative sequences of this articulated hunt of the **Count Cagliostro**'s treasure, who as general plot shows similarity with an episode of the adventures of **Arsène Lupin**.
Interesting for every lover of stories **Duck Avenger** is the Latin phrase SURSUM CORDA used by Guido Martina in history **DUCK AVENGER AND THE SCHOOL OF KRIMEN** and by the trio Mainardi, Perini and Migheli in the history **LUDWIG VON DRAKE AND RETURN TO THE SCHOOL OF KRIMEN** . Particularly well made the final with the mysterious and dangerous character of the **Supreme Guardian** leader of the sect the **Guardians of Venice** that seems to be actually the accomplice friend of **Fantomallard**... double identity!? ... or a relative?!


Gli anelli di Cagliostro
VIENNA, 1922. VILLA VON BON, SEDE DI UN CONGRESSO DI TESAUROLOGIA...
I TESORI NASCOSTI MI HANNO SEMPRE INTERESSATO, BARONE VON BON!
ALLORA AVRETE PANE PER I VOSTRI DENTI, LORD QUACKETT! IL PROFESSOR QUACKSON, UNA CELEBRITÀ IN MATERIA, ILLUSTRERÀ IL MISTERO DI UN TESORO APPARTENUTO AL CONTE DI CAGLIOSTRO!
IL FAMOSO ALCHIMISTA AVVENTURIERO DEL 1700 CHE SI DICEVA RIUSCISSE A TRASFORMARE IL METALLO IN ORO! INTERESSANTE!
LO PENSO ANCH'IO!
BUONGIORNO. SONO LA CONTESSA DI CAGLIOSTRO!
QUALE ONORE, MILADY!
JEN YU!

The fourteenth episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **THE TREASURE OF FRANCIS DRAKE**, published on **TOPOLINO n. 3139** shows some philological references and characters only briefly mentioned in Barks, Don Rosa and Guido Martina stories. It is in fact shown for the first time the character of the **Made Duke** (only mentioned by Barks) that we now know to be the **Duke Richard Quackett** ancestor of **Lord John Quackett** alias **Fantomallard**. From this story we know then that the **Mad Duke** arrived in New Albion (modern Duckburg) with the crew of **Francis Drake** (shown in some Adventures of Don Rosa as the first European to set foot in the area). The **Duke Richard Quackett** after aving stollen part of the treasure of famous pirate remain with the settlers other in the area acquiring land and build several castles including his famous Castle of the **Mad Duke**. In this story is also shown the criminal **Howard Drake** heir of the corsair **Sir Francis Drake**, and it is also finally revealed the true identity of the mysterious **Supreme Guardian** who is **Cartesius Gearloose** twin of **Copernicus**.
Cartesius was probably a friend or student/assistant of **Spokius Spektrus** having his secret laboratory in the basement of the Castle of the Three Towers created by Guido Martina in one of the first stories of **Duck Avenger**.

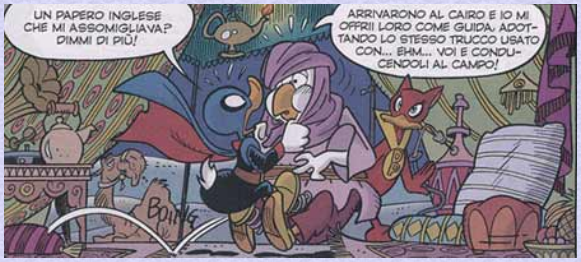

VI CORREGGO! NON L'ORO DEI QUACKETT, MA L'ORO DEI DRAKE!
?
!

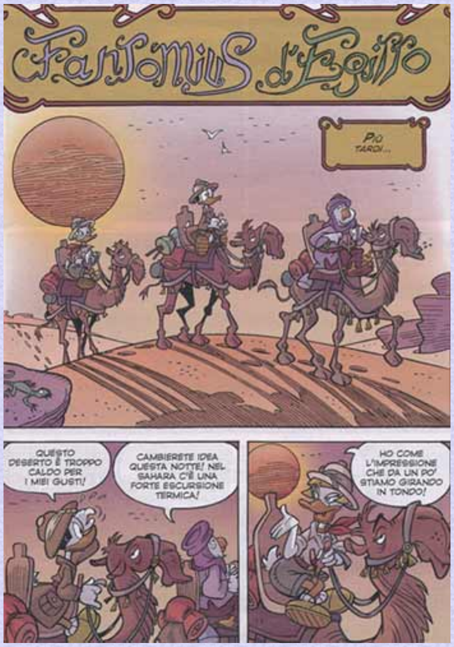

il Tesoro di Francis Drake
PAPEROPOLI, VILLA ROSA, 1922...
VUOI RUBARE... UN VESTITO?
NON È UN SEMPLICE VESTITO, MIA CARA!
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
È UN ABITO TEMPESTATO DI PIETRE PREZIOSE DI PROPRIETÀ DI VAN QUACK!
IL FACOLTOSO COMMERCIANTE DI DIAMANTI!
PROPRIO LUI... UH?
DLIN-DLON
AIUTO!

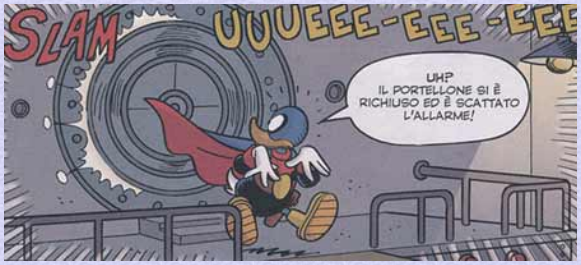

TOPOLINO
TORNANO LE IMPRESE DI FANTOMIUS
IL TESORO DI F. DRAKE

The cover of the **TOPOLINO n. 3139** is dedicated to the fourteenth episode of the **Fantomallard** saga **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-**. This cover made by Marco Gervasio shows **Fantomallard** with the portrait of his ancestor the **Mad Duke**.

Marco Gervasio in the fifteenth episode of the saga dedicated to the gentleman **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- titled **FANTOMALLARD OF EGYPT**, published on **TOPOLINO n. 3142** provides us with additional elements on the character of **Henry Quackett** brother of **John**. In fact, the story begins with a flash-back in 1916, when the architect **Henry Quackett** departed for a study tour mysteriously disappears.
In the 1922 during a trip in Egypt **Lord Quackett** and his girlfriend **Dolly Duck** accidentally foud the brother of **John** in the Sahara Desert to the ancient people of Atlantis. This people lived with their Queen **Altinea** hidden from civilization in a huge and still gorgeous underground palace. **Henry** felt in love with the Queen after having help his brother and **Dolly** to escape from Atalntis decided (so far) to remain in Atlantis. The story is a clear tribute to the famous italian movie of Mario Mattioli ***Totò Sheikh*** (1950). The story offers us a typically legendary narrative of the vicissitudes of the gentleman thief with his brother who even lives in the ruins of Atlantis and in the end with a **Scrooge McDuck** who while he is traveling around the world decides, for fear of < b>Fantomallard?!, to secretly return to Duckburg to install an anti-theft device in the Depot.


UN PAPERO INGLESE CHE MI ASSOMIGLIAVA? DIMMI DI PIÙ!
ARRIVARONO AL CAIRO E IO MI OFFRII LORO COME GUIDA, ADOTTANDO LO STESSO TRUCCO USATO CON... EHM... VOI E CONDUCENDOLI AL CAMPO!
BOING


Fantomius d'Egitto
PIÙ TARDI...
QUESTO DESERTO È TROPPO CALDO PER I MIEI GUSTI!
CAMBIERETE IDEA QUESTA NOTTE! NEL SAHARA C'È UNA FORTE ESCURSIONE TERMICA!
HO COME L'IMPRESSIONE CHE DA UN PO' STIAMO GIRANDO IN TONDO!


SLAM
UUUEEE-EEE-EEE
UH? IL PORTELLONE SI È RICHIUSO ED È SCATTATO L'ALLARME!

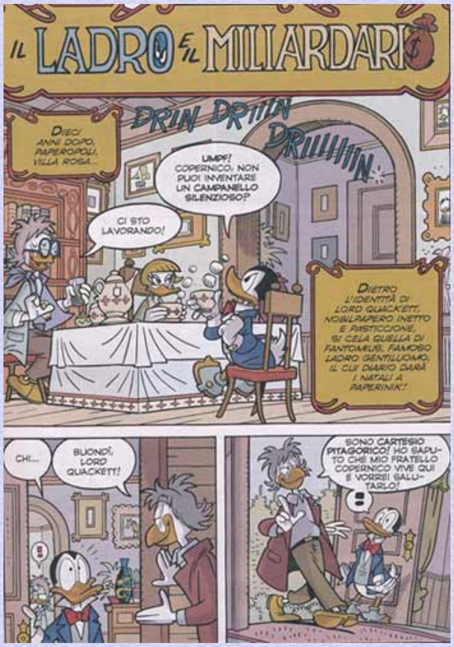
In the sixteenth episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **THE THIEF AND THE BILIONARE**, published on **TOPOLINO n. 3145** Marco Gervasio imagines a series of events in a decidedly legendary context by making **Fantomallard** interact with a **Scrooge McDuck** who has suddenly returned to Duckburg and who resides in an unlikely modern warehouse in a Duckburg of the 1920s. The story, although well structured, therefore falls into those adventures with a mythological flavor on the life and adventures of **Fantomallard** and consequently on the history of Duckburg.

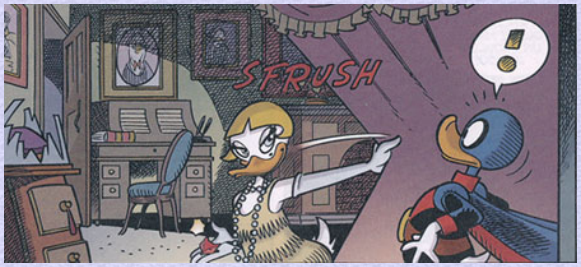
According to the myth, the famous billionaire is cleverly manipulated by the perfidus **Cartesius Gearloose**, who pretending to be his twin brother **Copernicus** father of **Ratchet**, thus friend of **Scrooge**, convince the rich duck to install inside his money building some new security systems created by him.

But the real scope of the criminal **Cartesius** is to steal the precious candy striped rubin and to get reveng against his twin brother **Copernicus** and **Fantomallard**.

In this adventure several references to past stories are made, both from Gervasio and from Barks (candy striped rubin), Martina (hypnotic lamp, and the robery of the **Scrooge** matress, Castle of the three Towers), as well as Don Rosa (**Ratchet Geraloose**, Titanic cruise, money bin hold by the **Scrooge**'s sisters, final return of **Scrooge** to Duckburg in the 1930).

Amongs the famous reference to the story of Guido Martina the one related to the oring of **Duck Avenger** is the intent of **Fantomallard**, both declared to **Scrooge** both transferred to the heirs by meand of the famous diary, to steal the matress of **Scrooge** while he is sleeping on it!


IL LADRO E IL MILIARDARIO
DIECI ANNI DOPO, PAPEROPOLI, VILLA ROSA...
DRIN DRIIIN DRIIIIIIIN
UMPF! COPERNICO, NON PUOI INVENTARE UN CAMPANELLO SILENZIOSO?
CI STO LAVORANDO!
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
CHI...
BUONDÌ, LORD QUACKETT!
!
SONO CARTESIO PITAGORICO! HO SAPUTO CHE MIO FRATELLO COPERNICO VIVE QUI E VORREI SALUTARLO!
!



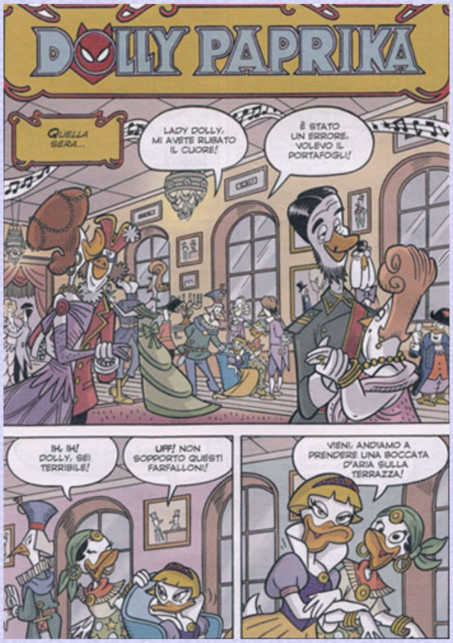
The seventeenth episode (in two parts) of the series dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF**- titled **DOLLY PAPRIKA**, published in the **TOPOLINO n. 3194** shows us the firts moments of the relationship between **Lord Quackett** and **Dolly Duck** starting with their very first fleeting encounter in 1913 during one of the many boring costume parties. The story then takes up in 1920 when **Lord Quackett** in the outfit of **Fantomallard** meets again **Dolly** during a robbery at the Countess **De Snob**'s house, expanding what already mentioned by Gervasio in his history **DUCK AVENGER AND THE PAST WITHOUT FUTURE**.

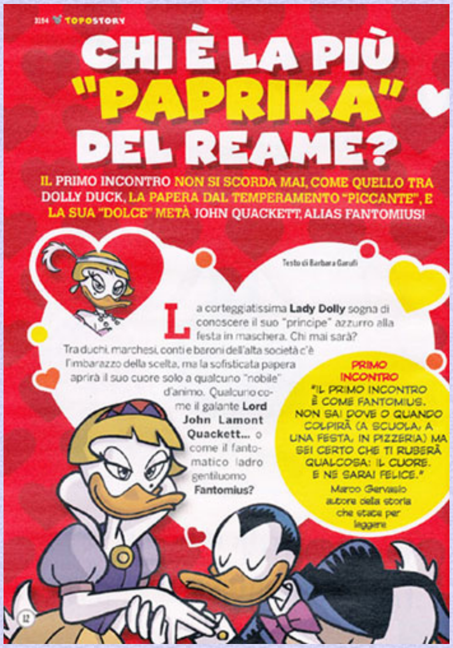
Interesting the **Dolly Paprika** red, with fox ears, costume which takes its cue from the Red Fox jewel belonged to **Lucrezia** an eccentric friends of **Dolly**.

In the story both the mother and the sister of **Dolly Duck** are also shown, they manage a dance school.

Very Interesting the references to **Richard Quackett** alias **Mad Duke** to **Sir Francis Drake** to the Junior Woodchucks as well as to the birth in 1920 of **Donald Duck** and his twin sister **Della** of which a paragraph in a newspaper reports the announcement by their mother **Hortense McDuck** sister of **Scrooge**.

As a presentation of both the parts of the story the publisher proposes two interesting introductions dedicated to the St. Valentine day.


DOLLY PAPRIKA
QUELLA SERA...
LADY DOLLY, MI AVETE RUBATO IL CUORE!
È STATO UN ERRORE, VOLEVO IL PORTAFOGLI!
IH, IH! DOLLY, SEI TERRIBILE!
UFF! NON SOPPORTO QUESTI FARFALLONI!
VIENI, ANDIAMO A PRENDERE UNA BOCCATA D'ARIA SULLA TERRAZZA!



3194 TOPOSTORY

CHI È LA PIÙ "PAPRIKA" DEL REAME?

IL PRIMO INCONTRO NON SI SCORDA MAI, COME QUELLO TRA DOLLY DUCK, LA PAPERA DAL TEMPERAMENTO "PICCANTE", E LA SUA "DOLCE" METÀ JOHN QUACKETT, ALIAS FANTOMIUS!

Testo di Barbara Garufi

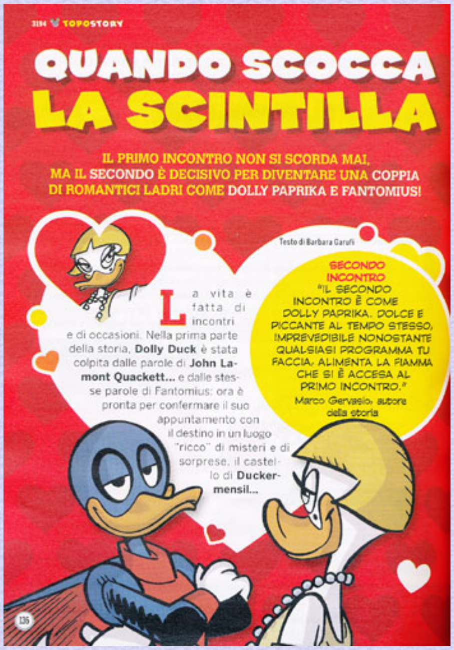
La corteggiatissima **Lady Dolly** sogna di conoscere il suo "principe" azzurro alla festa in maschera. Chi mai sarà? Tra duchi, marchesi, conti e baroni dell'alta società c'è l'imbarazzo della scelta, ma la sofisticata papera aprirà il suo cuore solo a qualcuno "nobile" d'animo. Qualcuno come il galante **Lord John Lamont Quackett...** o come il fantomatico ladro gentiluomo **Fantomius?**

PRIMO INCONTRO

"IL PRIMO INCONTRO È COME FANTOMIUS. NON SAI DOVE O QUANDO COLPIRÀ (A SCUOLA, A UNA FESTA, IN PIZZERIA) MA SEI CERTO CHE TI RUBERÀ QUALCOSA: IL CUORE. E NE SARAI FELICE."

Marco Gervasio autore della storia che state per leggere

12



3194 TOPOSTORY

QUANDO SCOCCA LA SCINTILLA

IL PRIMO INCONTRO NON SI SCORDA MAI, MA IL SECONDO È DECISIVO PER DIVENTARE UNA COPPIA DI ROMANTICI LADRI COME DOLLY PAPRIKA E FANTOMIUS!

Testo di Barbara Garufi

La vita è fatta di incontri e di occasioni. Nella prima parte della storia, **Dolly Duck** è stata colpita dalle parole di **John Lamont Quackett...** e dalle stesse parole di Fantomius: ora è pronta per confermare il suo appuntamento con il destino in un luogo "ricco" di misteri e di sorprese, il castello di **Duckermensil...**

SECONDO INCONTRO

"IL SECONDO INCONTRO È COME DOLLY PAPRIKA. DOLCE E PICCANTE AL TEMPO STESSO, IMPREVEDIBILE NONOSTANTE QUALSIASI PROGRAMMA TU FACCIA. ALIMENTA LA FIAMMA CHE SI È ACCESA AL PRIMO INCONTRO."

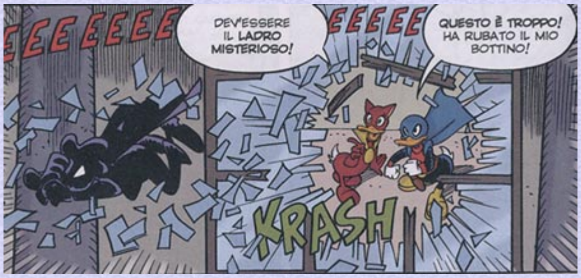
Marco Gervasio, autore della storia

136

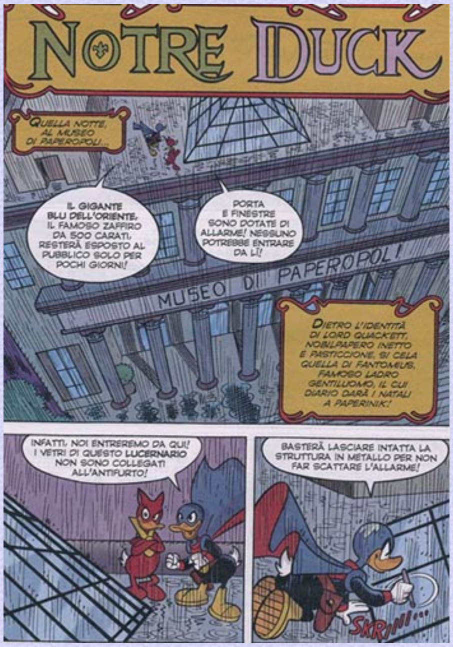
Because of the St. Valentine day the story in two parts is introduced by two interesting articles.

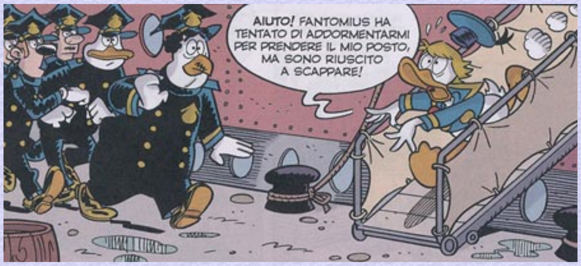
dedicated to the seventeenth episode of series **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** the cover of the **TOPOLINO n. 3194** shows a beautiful drawing by Marco Gervasio, dedicated to **Fantomallard** and **Dolly Paprika** as well as to the St. Valentine day.

Disney
TOPOLINO
NUMERO SPECIALE SAN VALENTINO!
FUMETTO
FANTOMIUS, MINNI, PAPERINO, BRIGITTA... TUTTI INNAMORATI?!
n.3194
€2.50*


EEEEEEE
DEV'ESSERE IL LADRO MISTERIOSO!
EEEEE
QUESTO È TROPPO! HA RUBATO IL MIO BOTTINO!
KRASH

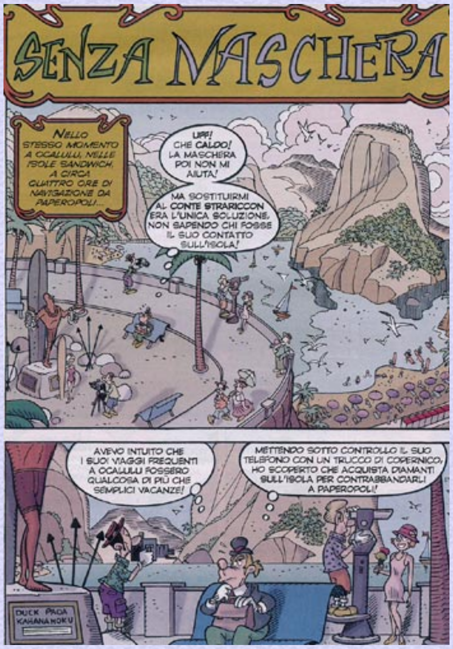
The eighteen episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** titled **NOTRE DUCK**, published in Italy on the comic **TOPOLINO n. 3210** reveals us the mysterious identity of the famous **Phantom of Notre Duck**, character who appears in a famous story of Carl Barks. Marco Gervasio reveals us as **Henry Quackett**, **John Quackett**'s brother, because a natural disaster had to leave the city Of Atlantis under the Sahara desert in which he was refuge years before. Having himself designed and built the Notre Duck cathedral, he decided to disguise himself and wearing a black outfit he start to commit several thefts to help the Atlantis peoples to rebuild their destroyed city. The only coins **Henry** hold for himselfs serve for his personal hobby project to made "monetary" scale model of Notre Duck.
Interesting is The origin of the black costume of the Phantom that was used in 1700 in Paris by a royal tax collector relative of **John** and **Henry**'s mother. He worn the black costume scare the debtors when collecting taxes. At the end of the story a partial image of a **Scrooge** mask brings us back to the moment when the Phantom in the Barks story reveals his face that appears to be identical to the **Scrooge** one. However, given the notable difference between the physiognomy of **Henry Quackett** and the Ghost of Barks' story, the latter is certainly another character.
Also interestingly are the many sequences of the story that are closelly relate to Barks adventure and the initially tribute to the three boys who are protagonists of Stranger Things.
In this adventure the reasons that forced **Henry** to carry out the thefts to help the Atladians rebuild their city are decidedly mythological-legendary.
This story is also followed by a brief article with an interview to Marco Gervasio.

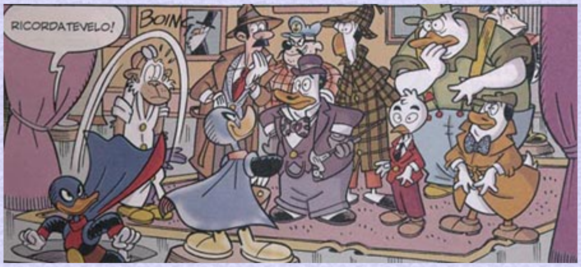

NOTRE DUCK
QUELLA NOTTE, AL MUSEO DI PAPEROPOLI...
IL GIGANTE BLU DELL'ORIENTE, IL FAMOSO ZAFFIRO DA 500 CARATI, RESTERÀ ESPOSTO AL PUBBLICO SOLO PER POCHI GIORNI!
PORTA E FINESTRE SONO DOTATE DI ALLARME! NESSUNO POTREBBE ENTRARE DA LÌ!
MUSEO DI PAPEROPOLI
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
INFATTI, NOI ENTREREMO DA QUI! I VETRI DI QUESTO LUCERNARIO NON SONO COLLEGATI ALL'ANTIFURTO!
BASTERÀ LASCIARE INTATTA LA STRUTTURA IN METALLO PER NON FAR SCATTARE L'ALLARME!
SKRIIII...


AIUTO! FANTOMIUS HA TENTATO DI ADDORMENTARMI PER PRENDERE IL MIO POSTO, MA SONO RIUSCITO A SCAPPARE!

The nineteenth episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **WITHOUT MASK**, published on **TOPOLINO n. 3225** shows us a **Lord Quackett** in action at the resort of Ocalulu in the Sandwich Islands about four hours of sailing from Duckburg. In this adventure **Lord Quackett** acts during the day practically without his usual black costume (apart from some sequences in which the thief gentleman is disguised by **Fantomallard** but using a commercial costume) and uses instead several disguises including a very curious sailor one very similar to the **Donal Duck** outfit.

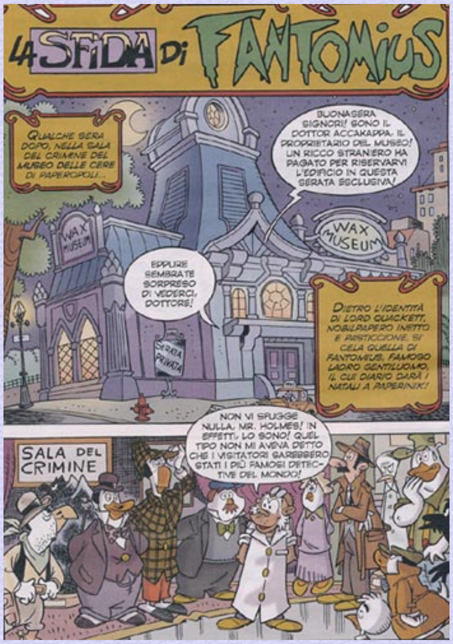
This story the detective Pinko is back again who, as always, is masterfully cheated by the smart thief. **Dolly Paprika** instead, remaining in Duckburg, and she is practically not involved in the actions except at the beginning where in Villa Rose she talk with the wife of **Pinko** pretending that **Lord Quackett** is in bed influenced. She also appeared and at the end of the story when near the coast of Duckburg she retrieves his boyfriend with a special steam jet water-scooter.


SENZA MASCHERA
NELLO STESSO MOMENTO A OCALULU, NELLE ISOLE SANDWICH, A CIRCA QUATTRO ORE DI NAVIGAZIONE DA PAPEROPOLI...
UFF! CHE CALDO! LA MASCHERA POI NON MI AIUTA!
MA SOSTITUIRMI AL CONTE STRARICCON ERA L'UNICA SOLUZIONE, NON SAPENDO CHI FOSSE IL SUO CONTATTO SULL'ISOLA!
AVEVO INTUITO CHE I SUOI VIAGGI FREQUENTI A OCALULU FOSSERO QUALCOSA DI PIÙ CHE SEMPLICI VACANZE!
METTENDO SOTTO CONTROLLO IL SUO TELEFONO CON UN TRUCCO DI COPERNICO, HO SCOPERTO CHE ACQUISTA DIAMANTI SULL'ISOLA PER CONTRABBANDARLI A PAPEROPOLI!
DUCK PAOA KAHANAMOKU


RICORDATEVELO!
BOING

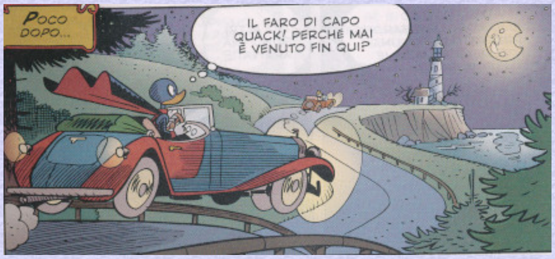
The twentieth episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **THE CHALLENGE OF FANTOMALLARD**, published on the **TOPOLINO n. 3237** shows us a **Lord Quackett** and **Dolly Duck** engaged in a decidedly mythological adventure. The story fits fully into those very legendary events about the life of the Duckburg thief who in this narrative faces a challenge against the most world famous detectives: **Paper Holmes** and his assistant **Duckson** , **Hercule Paperot**, **Chick Paper** with his two assistants **Rob** and **Bob**, the famous writer **Jane Purple** and of course the unmissable detective **Pinko** legendary enemy of **Fantomallard**. This adventure takes place at the wax museum of Duckburg managed at that time by dr. **Ecks** who is one of the three crazy scientists invented by Gottfredson (Professors **Ecks, Doublex, triplex** whom years later they will perform disturbing experiments of forced hypnosis in a manor near Mousetown. Together the already known **Holmes**, **Paperot** and **Pinko** Gervasio also shows us the detective **Chick Paper** with his two assistants **Rob** and **Bob** from New York. These are based from the Italian comics chracters **Nick Carter** and his assistants **Patsy** and **Ten**, the novelist writer **Jane Purple** who is inspired by **Jessica Fletcher** of the TV serie (Murder, she Wrote).

There are also numerous tributes by the author to several Disney authors showing in the museum the wax statues of many little known characters: in addition to the above mentioned Dr. **Ecks** we find the **The Bat**, **Eli Squick**, and the **Pirate Orango** by Gottfredson; **Grandpa Beagle** of Barks and Don Rosa; a half-bust statue of **Cornelius Coot** , and some Gervasio characters shown in previous adventures of **Fantomallard** including **Fu Man Etciù**, **Lady Mustard**, and the actors **Douglas Fairbarks**, **Fred Duckster** and **Gloria Squackson** as well as the gorilla **Gong**.


LA SFIDA DI FANTOMIUS
QUALCHE SERA DOPO, NELLA SALA DEL CRIMINE DEL MUSEO DELLE CERE DI PAPEROPOLI...
BUONASERA SIGNORI! SONO IL DOTTOR ACCAKAPPA, IL PROPRIETARIO DEL MUSEO! UN RICCO STRANIERO HA PAGATO PER RISERVARVI L'EDIFICIO IN QUESTA SERATA ESCLUSIVA!
WAX MUSEUM
WAX MUSEUM
EPPURE SEMBRATE SORPRESO DI VEDERCI, DOTTORE!
SERATA PRIVATA
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
SALA DEL CRIMINE
NON VI SFUGGE NULLA, MR. HOLMES! IN EFFETTI, LO SONO! QUEL TIPO NON MI AVEVA DETTO CHE I VISITATORI SAREBBERO STATI I PIÙ FAMOSI DETECTIVE DEL MONDO!

Dedicated to the twentieth episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- the **TOPOLINO n. 3237** the cover by Marco Gervasio, shows an awesome **Fantomallard**.

TOPOLINO
SPECIALE I FUMETTI DI DuckTales
LA SFIDA DI FANTOMIUS
- LADRO GENTILUOMO -

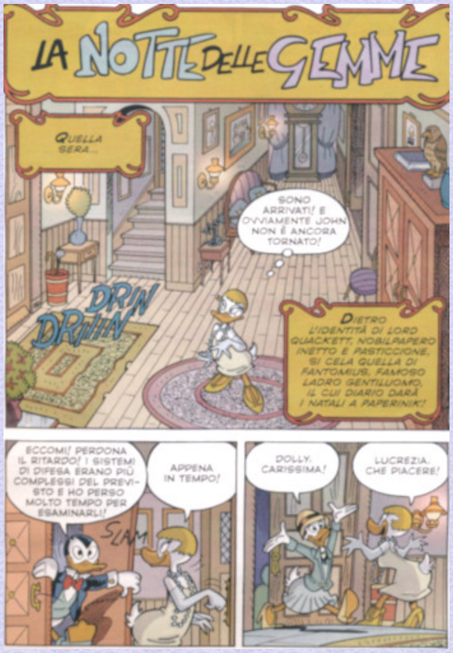

POCO DOPO...
IL FARO DI CAPO QUACK! PERCHÉ MAI È VENUTO FIN QUI?

In the twenty-first adventure of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **THE NIGHT OF THE GEMS** , published on the **TOPOLINO n.3273** **Lord Quackett** is engaged in several night missions to try to steal some precious gems from several rich nobles of Duckburg, including the apparently clumsy **Count Abbondazio Contini** boyfriend of **Lucrezia** friend of **Dolly Duck**. Strangely enough, anytime **Fantomallard** try to steal the gems these have been already stolen by someone else, and **Fantomallard** only gets to be blamed for all thefts.

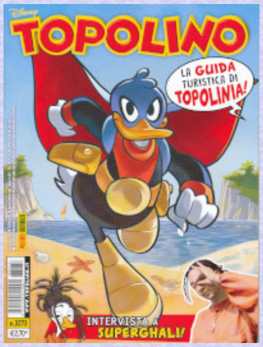
With clever intuition the gentleman thief realizes that the **Count Contini** and the other riches had staged the thefts of the gems to collect the insurance money as well as to sell the gems with a lowe prise to a mysterious foreign buyer. The money obtained would be used by the noble to pay the debts caused by a bankrupt investment in the shares of the company PETROL OIL. Discovered the trick **Fantomallard** with a mask pretends to be emissary of the foreign buyer and takes possession of the gems, thus wiping the small group of rich villains who for fear of being under the vengeance of **Fantomallard** prefer to get arrested and go in prison.

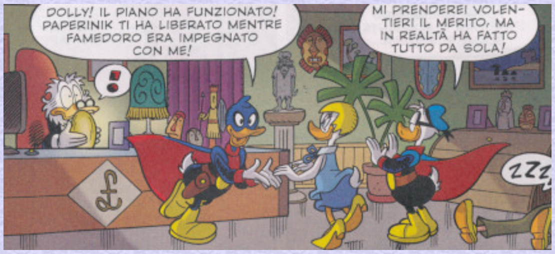
Interesting the final twist in which it turns out that the rich stranger is none other than the South African **Flintheart Glomgold** treacherous adversary of **Scrooge Mc Duck** and now also decided to take revenge on the gentleman thief.

In this adventure set in 1925 Marco Gervasio introduces as usual different references to stories and places typical of Duckburg including the lighthouse of Capo Quack and just the appearance in the last cartoon of **Flintheart Glomgold**. Very nice and welcome the homage that the author makes to the manager of this site when **Fantomallard** manages to escape in pursuit of **Pinko** using a secret opening along a wall in **SALIMBETI STREET**!


LA NOTTE DELLE GEMME
QUELLA SERA...
SONO ARRIVATI! E OVVIAMENTE JOHN NON È ANCORA TORNATO!
DRIN DRIIIN
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
ECCOMI! PERDONA IL RITARDO! I SISTEMI DI DIFESA ERANO PIÙ COMPLESSI DEL PREVISTO E HO PERSO MOLTO TEMPO PER ESAMINARLI!
APPENA IN TEMPO!
SLAM
DOLLY, CARISSIMA!
LUCREZIA, CHE PIACERE!

Dedicated to the twenty-first episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF***- the **TOPOLINO n. 3273** has a beautiful cover always by Marco Gervasio, with **Fantomallard**.


TOPOLINO
LA GUIDA TURISTICA DI TOPOLINIA!
INTERVISTA A SUPERGHALI!

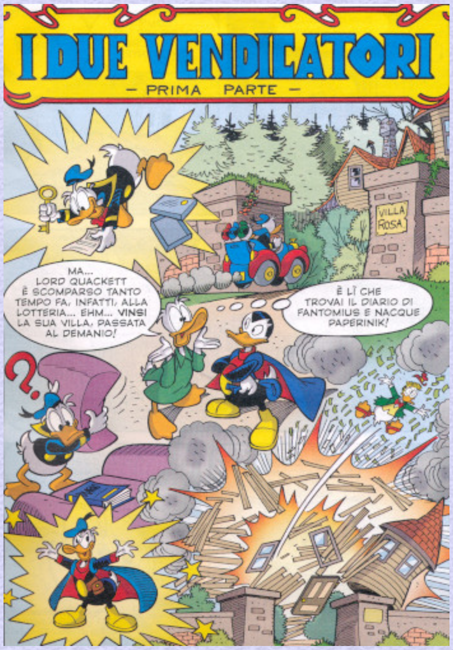

DOLLY! IL PIANO HA FUNZIONATO! PAPERINIK TI HA LIBERATO MENTRE FAMEDORO ERA IMPEGNATO CON ME!
MI PRENDEREI VOLENTIERI IL MERITO, MA IN REALTÀ HA FATTO TUTTO DA SOLA!
ZZZ

The twenty-second episode (in two parts) of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- titled **THE TWO AVENGERS**, published on **TOPOLINO n .3275** shows us **Lord Quackett** struggling with an amazing time adventure in which the gentleman thief is forced to go in the future (using a pocket watch of the time invented by Copernicus) right at the time of **Duck Avengers** his heir.

Fantomallard in fact must find and save **Dolly Paprika** which in turn has traveled in the future by inadvertently operating the cuccu clock other contraption invented by **Copernico Gearloose** and already used by **Duck Avenger** to return to the future when in story **DUCK AVENGER AND THE PAST WITHOUT THE FUTURE** he goes precisely at the time of **Fantomallard** in 1920.

Dolly Paprika was in fact kidnapped by a mysterious criminal who asks for his release the famous golden nugget "duck egg" in possession of **Scrooge**. Once in the future the gentleman thief, thanks to a diary that **Duck Avenger** has left in the basement of the Villa Rose ruins, discovers the true identity of his heir and decides to ask for help to **Donald Duck** to "borrow" the **Scrooge**'s nugget and save **Dolly Duck**. After going to **Gyro Gearloose** great-grandson of **Copernicus** the three go to the emergency shelter in a cave near Villa Rose where **Fantomallard** kept his larger special machinery.

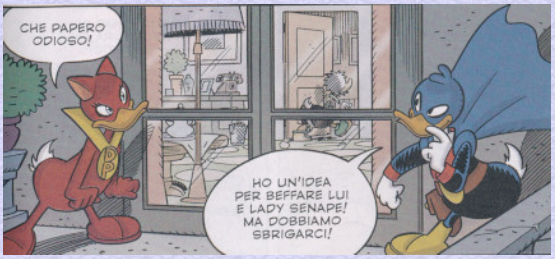
Restoring a special drill rover **Fantomallard** and **Duck Avenger** penetrate the **Scrooge**'s Money Bin where they are captured by the efficient protection system of the nugget. After the arrival of **Scrooge** the two


I DUE VENDICATORI
– PRIMA PARTE –
VILLA ROSA
MA... LORD QUACKETT È SCOMPARSO TANTO TEMPO FA, INFATTI, ALLA LOTTERIA... EHM... VINSI LA SUA VILLA, PASSATA AL DEMANIO!
È LÌ CHE TROVAI IL DIARIO DI FANTOMIUS E NACQUE PAPERINIK!

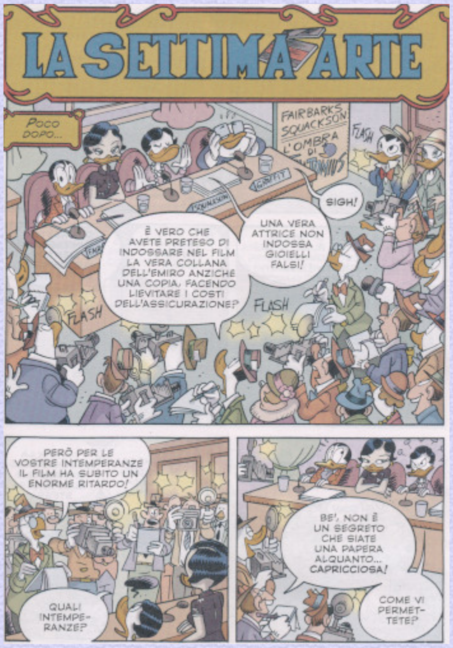
manage to persuade him to lend the nugget guaranteeing the return. The delivery of the nugget takes place at the disquieting black island off the Bay of Duckburg (already shown in the story **DUCK AVENGER AND THE ISLAND OF THE MONSTERS**) where **Fantomallard** discovers that the mysterious kidnapper is the criminal billionaire **Flintheart Glomgold** who happened to have seen **Dolly Duck** appeared in his time and because when he was young he discovered her secret identity he decides to kidnap her to get revenge both of **Fantomallard** and **Scrooge**. After several adventures, both the gentleman thief and his partner, with the help of **Duck Avenger**, manage to escape from the island and cheat the perfidious South African tycoon. Before returning to their time, however, the two thieves wisely decide to forget this adventure in the future by taking a dose of Coco Nonos provided by **Duck Avenger**.
The story fits into the typical context of mythological-legendary events that see **Fantomallard** grappling with paradoxical time travels even interacting with **Donald Duck**, **Duck Avenger**, **Scrooge McDuck** and **Flintheart Glomgold** acting in an unlikely current time of 2018!?
In this story Gervasio inserts many references to old stories including the first adventure of **Duck Avenger**, the saga of Don Rosa in which **Scrooge** because of the nugget decides to move away from **Glittering Goldie** and the two above-mentioned stories of **Duck Avenger**. Interesting the emergency shelter already shown by Michelini and Scarpa in the history **DUCK AVENGER AND THE RETURN TO VILLA ROSE** and the nice tribute to some classics of time travel **Doctor Who**, **The Time Machine** and **Back to the Future** when **Flintheart Glomgold** talks about its scientists working on time travel experiments.

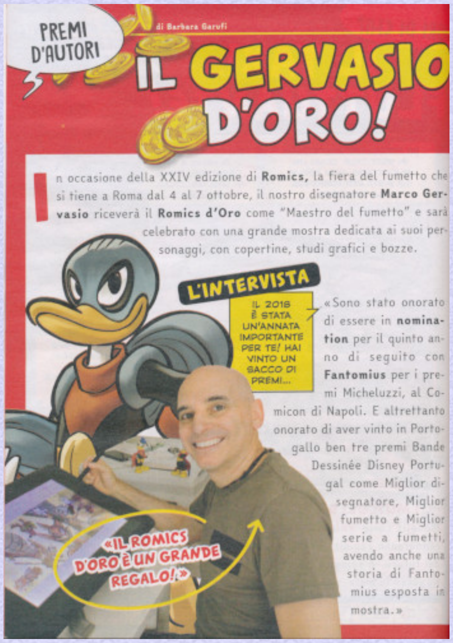
Dedicata to the twenty-second episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-*** the **TOPOLINO n. 3275** shows an interesting cover by Marco Gervasio with **Fantomallard** and **Duck Avenger**.

TOPOLINO
LA GUIDA TURISTICA DI TOPOLINIA!
SPECIALE VIDEOGAMES: TUTTE LE NOVITÀ DELLA STAGIONE!
n.3275
€2,70


CHE PAPERO ODIOSO!
HO UN'IDEA PER BEFFARE LUI E LADY SENAPE! MA DOBBIAMO SBRIGARCI!

The 23rd episode of the saga dedicated to **Fantomallard THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** titled **THE SEVENTH ART**, published on italian Disney comic **TOPOLINO n. 3280** shows the return of some characters and villains appeared in some previously episodes. The two movie actors **Gloria Squackson** and **Ducklas Fairbanks**, who they also acted in a movie as **Fantomallard** and **Dolly Paprika**, **Jen Yu** alias **Lady Mustard** the skilled female-thief who was the former girlfriend of **Fantomallard** and **Flintheart Glomgold** the evil south african tycoon already seen in the two last previously episode of the saga. The story focuses on the attempt of **Flintheart Glomgold**, in complicity with **Lady Mustard**, to steal a precious pearl necklace in the possession of **Gloria Squackson**. The attempt thanks to the ability and the disguises of **Fantomallard** and **Dolly Paprika** fails miserably leaving the two treacherous criminals only with a vulgar imitation of the real necklace. Interesting is the ending in which a strange phone call to Villa Rose portends a possible problematic situation of **Coperninus Gearloose** and therefore a sequel directly connected with this adventure.


LA SETTIMA ARTE
POCO DOPO...
FAIRBARKS SQUACKSON
L'OMBRA DI FANTOMIUS
SIGH!
È VERO CHE AVETE PRETESO DI INDOSSARE NEL FILM LA VERA COLLANA DELL'EMIRO ANZICHÉ UNA COPIA, FACENDO LIEVITARE I COSTI DELL'ASSICURAZIONE?
UNA VERA ATTRICE NON INDOSSA GIOIELLI FALSI!
FLASH
FLASH
FLASH
PERÒ PER LE VOSTRE INTEMPERANZE IL FILM HA SUBITO UN ENORME RITARDO!
QUALI INTEMPERANZE?
BE', NON È UN SEGRETO CHE SIATE UNA PAPERA ALQUANTO... CAPRICCIOSA!
COME VI PERMETTETE?



PREMI D'AUTORI

di Barbara Garufi

IL GERVASIO D'ORO!

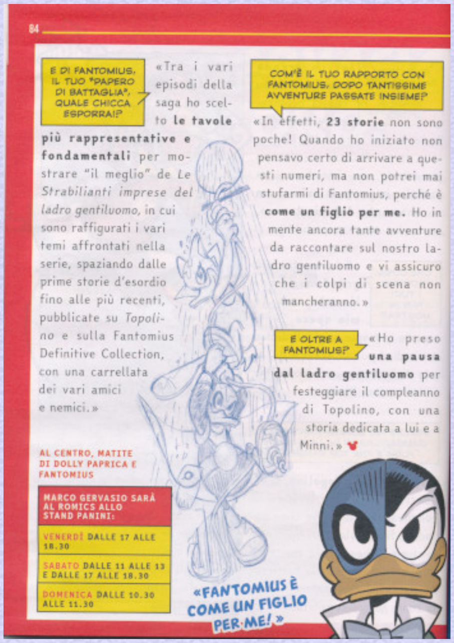
In occasione della XXIV edizione di **Romics,** la fiera del fumetto che si tiene a Roma dal 4 al 7 ottobre, il nostro disegnatore **Marco Gervasio** riceverà il **Romics d'Oro** come "Maestro del fumetto" e sarà celebrato con una grande mostra dedicata ai suoi personaggi, con copertine, studi grafici e bozze.

L'INTERVISTA

IL 2018 È STATA UN'ANNATA IMPORTANTE PER TE! HAI VINTO UN SACCO DI PREMI...

«Sono stato onorato di essere in **nomination** per il quinto anno di seguito con **Fantomius** per i premi Micheluzzi, al Comicon di Napoli. E altrettanto onorato di aver vinto in Portogallo ben tre premi Bande Dessinée Disney Portugal come Miglior disegnatore, Miglior fumetto e Miglior serie a fumetti, avendo anche una storia di Fantomius esposta in mostra.»

«IL ROMICS D'ORO È UN GRANDE REGALO!»



84

E DI FANTOMIUS, IL TUO "PAPERO DI BATTAGLIA", QUALE CHICCA ESPORRAI?

«Tra i vari episodi della saga ho scelto **le tavole più rappresentative e fondamentali** per mostrare "il meglio" de *Le Strabilianti imprese del ladro gentiluomo*, in cui sono raffigurati i vari temi affrontati nella serie, spaziando dalle prime storie d'esordio fino alle più recenti, pubblicate su *Topolino* e sulla Fantomius Definitive Collection, con una carrellata dei vari amici e nemici.»

COM'È IL TUO RAPPORTO CON FANTOMIUS, DOPO TANTISSIME AVVENTURE PASSATE INSIEME?

«In effetti, **23 storie** non sono poche! Quando ho iniziato non pensavo certo di arrivare a questi numeri, ma non potrei mai stufarmi di Fantomius, perché è **come un figlio per me.** Ho in mente ancora tante avventure da raccontare sul nostro ladro gentiluomo e vi assicuro che i colpi di scena non mancheranno.»

E OLTRE A FANTOMIUS?

«Ho preso **una pausa dal ladro gentiluomo** per festeggiare il compleanno di Topolino, con una storia dedicata a lui e a Minni.»

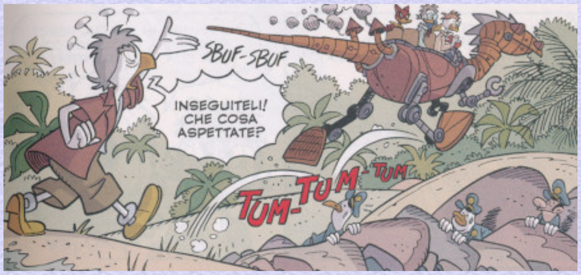
AL CENTRO, MATITE DI DOLLY PAPRICA E FANTOMIUS

MARCO GERVASIO SARÀ AL ROMICS ALLO STAND PANINI:

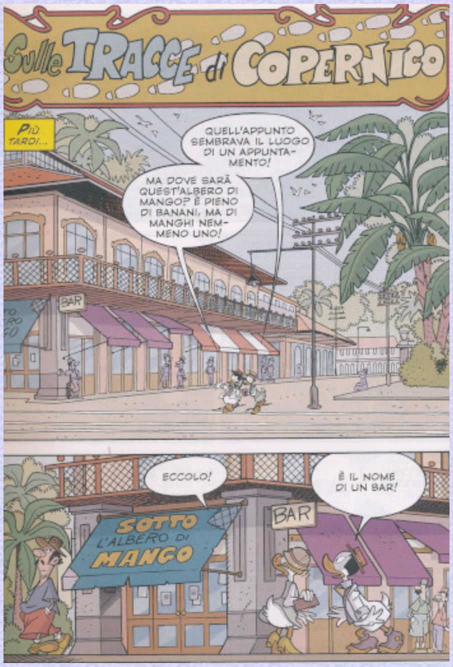
VENERDÌ DALLE 17 ALLE 18.30
SABATO DALLE 11 ALLE 13 E DALLE 17 ALLE 18.30
DOMENICA DALLE 10.30 ALLE 11.30

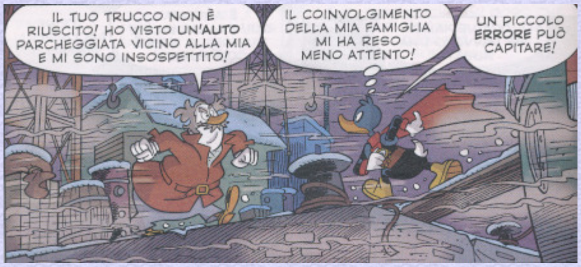
«FANTOMIUS È COME UN FIGLIO PER ME!»

During the twentyforth edition of ROMICS, the comics convenction in Rome from the 4th to the 7th of October the 2018, the artist and writer Marco Gervasio, who create the **Fantomallard** saga, is awared with the **Gold Romics** as "Master of the comic".



The episode number 24 of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF-** - titled **ON THE TRACKS OF COPERNICUS** , published on the **TOPOLINO n. 3318** is set in the Costa Rica area of ??Puerto Limon and the mysterious island of Tortuga. In this story **Lord Quackett** and **Dolly Duck** go in search of their friend **Copernicus Gearloose** strangely disappeared at the end of the previous adventure of the saga. After some investigations in Puerto Limon, the two thieves discover that their inventor friend was transported to the island of Tortuga and they decided to reach the mysterious island too. In the forest of the island they are picked up by two guardians aboard a fire-breathing mechanical dragon built in the style of the typical **Copernicus** machinery. The two are taken to a strange laboratory facility where they meet their friend who tells them they had to go to the island because he is urgently called by his son **Ratchet Gearloose** who, financed by a magnate, was secretly working on the project to desalinate water of the sea.
The story does not convince the two smart thieves who soon discover that the **Copernicus** who welcomed them is none other than the evil twin brother **Cartesio Geraloose** and that the tycoon is the equally dangerous **Flintheart Glomgold**. The two have imprisoned the real **Copernicus** and have forced his son to invent the desalination pills in order to use them in a reckless way desalting a large quantity of sea water and then reselling it as drinking water. Even **Fantomallard** is imprisoned together with the others while the shrewd **Dolly Paprika** pretends to have joined **Flintheart Glomgold** in order to sabotage the dangerous plan. At the end the group manages to escape and to make the dangerous formula disappear leaving **Cartesio** and **Flintheart Glomgold** with a "handful of flies". Interesting in this adventure is the presence of **Ratchet Gearloose**, a character invented by Don Rosa in his saga about the life of **Scrooge** to whom Gervasio explicitly refers. Worthy of note is also the joke in which **Fantomallard** blesses of being a sort of **Robin Hood** that devolves to the needy even the entire proceeds of his thefts, which of course is not believed by the shrewd **Flintheart Glomgold**

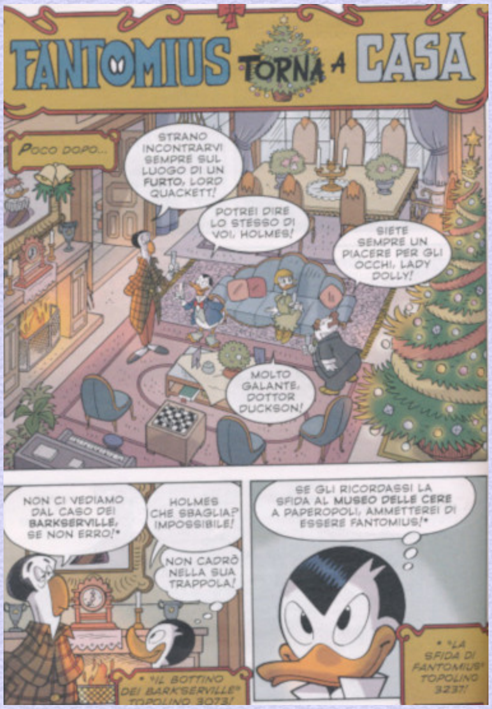

Sulle TRACCE di COPERNICO
PIÙ TARDI...
QUELL'APPUNTO SEMBRAVA IL LUOGO DI UN APPUNTAMENTO!
MA DOVE SARÀ QUEST'ALBERO DI MANGO? È PIENO DI BANANI, MA DI MANGHI NEMMENO UNO!
BAR
ECCOLO!
È IL NOME DI UN BAR!
SOTTO L'ALBERO DI MANGO
BAR

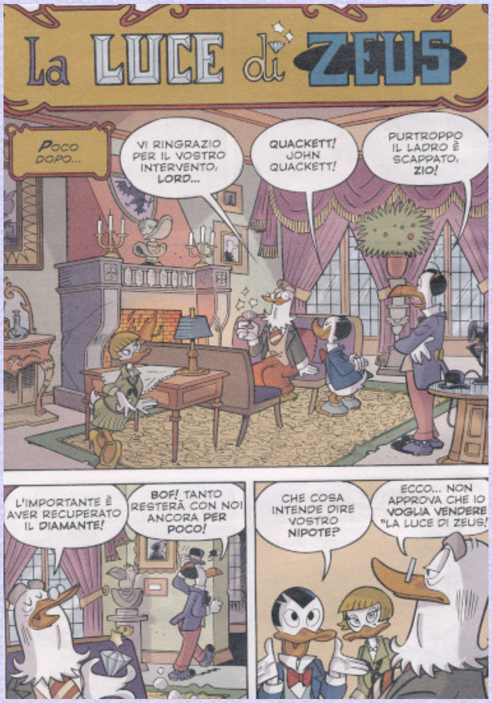

IL TUO TRUCCO NON È RIUSCITO! HO VISTO UN'AUTO PARCHEGGIATA VICINO ALLA MIA E MI SONO INSOSPETTITO!
IL COINVOLGIMENTO DELLA MIA FAMIGLIA MI HA RESO MENO ATTENTO!
UN PICCOLO ERRORE PUÒ CAPITARE!

In the 25th episode of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- - titled **FANTOMALLARD BACK HOME**, published on **TOPOLINO n. 3344**, **John Quackett** and **Dolly Duck** spend the Christmas of the 1925 in London at the villa of the Ducke **Andrew Quackett** and **Marie Lamont** which are the parents of **John**. A carillon containing the "caliph's unicorn", a family jewel given years ago to **Howard Quackett**, **John**'s grandfather, by the Prince of Ducklat, has just been stolen from the house. This jewel is now used by **Andrew Quackett** to purchase the Ducklat diamond mine. For the investigation, **John**'s father hires the famous investigator **Paper Holmes** together with his inseparable assistant **Doctor Duckson**. The smart London investigator, despite not having the material evidence, is the only one to have guessed that **Fantomallard** is actually **Lord John Quackett**. After some investigations and sidings, both the skilled investigator that **Fantomallard** and **Dolly Paprika** discover that the author of the theft is **Marie Lamont Andrew**'s wife who took the jewel to deliver it to Dr. **Ernest Crumb** owner of the Crumb Diamond Corporation company rival of the Quackett family in the negotiation for the purchase of the diamond mine.

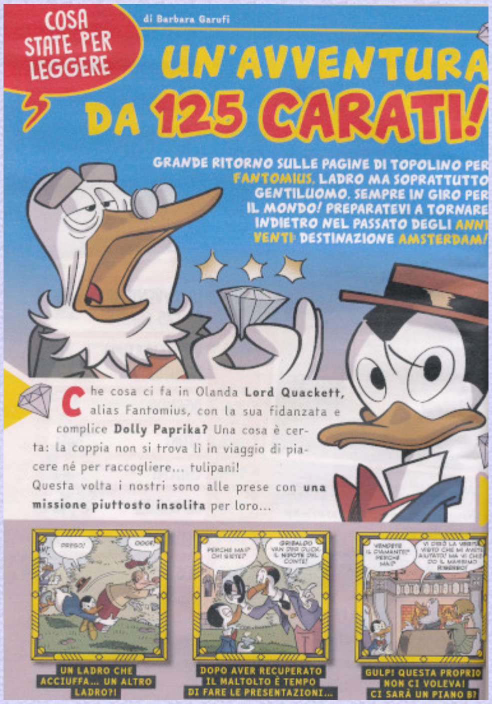
Marie Lamont thus confesses to her son that she had to blackmail deliver the "caliph's unicorn" to Dr. **Crumb** as he learned of a theft committed by **Howard Quackett** against the grandfather of Dr. **Crumb** a rich banker who had grown rich behind savers. In fact, **John**'s grandfather stollen a large sum of money which he then returned to the defrauded savers. To save the good name of the Quackett family and not to let her husband discover that his father had committed a theft, **Marie Lamont** decided to delivered the "unicorns" to **Crumb**, unaware that the jewel was an important pawn in the negotiations for the purchase of the Ducklat mine.

Fantomallard then decides to set a trap for the Dr. **Crumb** to discover the hiding place and recover the jewel, the plan works, even if in the end the gentleman thief is saved in extremis by the intervention of **Paper Holmes** who having sensed the moves of **Lord Quackett** alias **Fantomallard** had stalked him secretly. The jewel then returns to **Andrew Quackett**'s hands and the perfidious Dr. **Crumb** is arrested by **Holmes** for blackmail and theft. Interesting in this story is the indication of another relative of **Lord Quackett** precisely his grandfather **Howard** and the fact that despite having understood who is behind the mask of **Fantomallard** the investigator **Paper Holmes** decides to keep the secret thus becoming almost an accomplice of the gentleman thief from Duckburg.

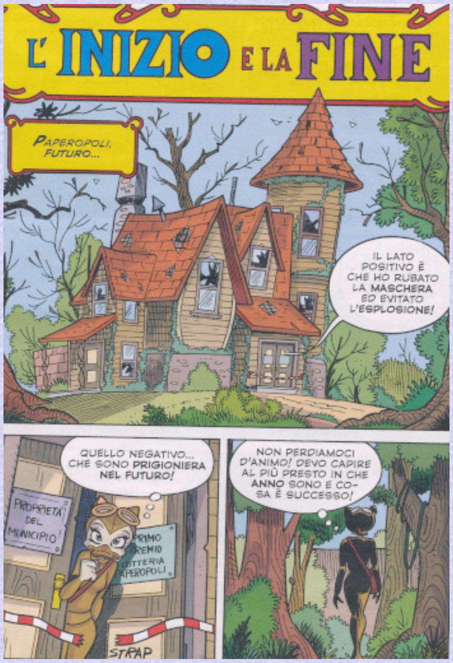

FANTOMIUS TORNA A CASA
POCO DOPO...
STRANO INCONTRARVI SEMPRE SUL LUOGO DI UN FURTO, LORD QUACKETT!
POTREI DIRE LO STESSO DI VOI, HOLMES!
SIETE SEMPRE UN PIACERE PER GLI OCCHI, LADY DOLLY!
MOLTO GALANTE, DOTTOR DUCKSON!
NON CI VEDIAMO DAL CASO DEI BARKSERVILLE, SE NON ERRO!*
HOLMES CHE SBAGLIA? IMPOSSIBILE!
NON CADRÒ NELLA SUA TRAPPOLA!
SE GLI RICORDASSI LA SFIDA AL MUSEO DELLE CERE A PAPEROPOLI, AMMETTEREI DI ESSERE FANTOMIUS!*
* "IL BOTTINO DEI BARK'SERVILLE" TOPOLINO 3073!
* "LA SFIDA DI FANTOMIUS" TOPOLINO 3237!


La LUCE di ZEUS
POCO DOPO...
VI RINGRAZIO PER IL VOSTRO INTERVENTO, LORD...
QUACKETT! JOHN QUACKETT!
PURTROPPO IL LADRO È SCAPPATO, ZIO!
L'IMPORTANTE È AVER RECUPERATO IL DIAMANTE!
BOF! TANTO RESTERÀ CON NOI ANCORA PER POCO!
CHE COSA INTENDE DIRE VOSTRO NIPOTE?
ECCO... NON APPROVA CHE IO VOGLIA VENDERE "LA LUCE DI ZEUS!

In the episode number 26 of the saga dedicated to the gentleman thief **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF-** - titled **THE LIGHT OF ZEUS**, published on **TOPOLINO n. 3363**, **John Quackett** and **Dolly Duck** are in the Netherlands visiting the **Van Der Duck** castle museum. The two thieves intend to take possession of a precious 125 carat diamond called "The Light of Zeus". While visiting the museum a clumsy villain tries to steal the diamond but is chased and stopped by **Lord Quackett** who returns the diamond to **Gribaldo Van Der Duck** grandson of the count who owns the castle. Having entered into confidence with the count, the two duckburgian thieves discover that the **Van Der Duck** family is in financial crisis and that the count has therefore decided to transform the castle into a paid museum, but above all he needs to sell the diamond. This information makes **Lord Quackett** desist from his theft plan because the gentleman thief steals only from the reach peoples. **John Quackett** and **Dolly Duck** then decide to help the count by agreeing to accompany his secretary **Miss Parquet** the next day to Amsterdam where she will give the diamond to a diamonds worker in order to increase its value. On their way to the diamond expert, the three discover they are being followed and thus decide to quickly get the secretary down and then sidetrack the pursuer. **Miss Parquet** delivers the diamond to the expert and goes to meet the two duckburgian thieves and the count's grandson who wants to have confirmation that the diamond has actually been left in good hands. The next morning, an upset **Miss Parquet** informs **Lord Quackett** and **Dolly Duck** that the diamond has disappeared from the safe and that the expert denies having ever received it. In the meantime, the count's grandson has already reported the theft and the Amsterdam police detective **Van Groot** takes **Miss Parquet** to the police station to interrogate her. The two thieves therefore decide to investigate and went to the diamond expert laboratory they discover that while he deny having received the diamond, he seems not completely sincere. **Miss Parquet** is then accused by the count's nephew of theft and decides by herself to recover the diamond from the expert's safe. Naturally **John Quackett** and **Dolly Duck** convince the secretary that it is better if they will take care of the recovery of the diamond, and so the same night wearing the costumes of **Fantomallard** and **Dolly Paprika** penetrate the expert's laboratory to retake the diamond. To their surprise, the two thieves discover that the diamond is not in the safe and that they have fallen into a trap as the police arrive immediately. Being able to escape from the window the two begin to make assumptions about who may have organized the plan and tried to frame them and after some verifications they reach the room of the count's secretary forcing her to confess that she is the person who planned the theft in complicity of a thief who pretended to be detective **Van Groot**, while the diamonds expert was only deceived by the secretary who simply asked him to deny having the diamond in case any stranger contacted him. The accomplice then removed the diamond from the safe before **Fantomallard** and **Dolly Paprika** arrived, hoping that they would be arrested and accused of the theft. The wily secretary then tries to escape but is stopped by the count's grandson who also came to the hotel and listened to her confessions. Everything then ends for the best with the two duckburgian thieves who in the count's castle are thanked and clearly believed to be two people so honest that they would not be able to steal even a nut from a squirrel! The story as always masterfully scripted and drawn by Marco Gervasio is also correlated by an introductory page by Barbara Garufi.


COSA STATE PER LEGGERE
di Barbara Garufi
UN'AVVENTURA DA 125 CARATI!
GRANDE RITORNO SULLE PAGINE DI TOPOLINO PER FANTOMIUS, LADRO MA SOPRATTUTTO GENTILUOMO, SEMPRE IN GIRO PER IL MONDO! PREPARATEVI A TORNARE INDIETRO NEL PASSATO DEGLI ANNI VENTI: DESTINAZIONE AMSTERDAM!
PRESO!
OOOF!
PERCHÉ MAI? CHI SIETE?
GRIBALDO VAN DER DUCK, IL NIPOTE DEL CONTE!
UN LADRO CHE ACCIUFFA... UN ALTRO LADRO?!
DOPO AVER RECUPERATO IL MALTOLTO È TEMPO DI FARE LE PRESENTAZIONI...
GULP! QUESTA PROPRIO NON CI VOLEVA! CI SARÀ UN PIANO B?

Che cosa ci fa in Olanda **Lord Quackett**, alias Fantomius, con la sua fidanzata e complice **Dolly Paprika?** Una cosa è certa: la coppia non si trova lì in viaggio di piacere né per raccogliere... tulipani! Questa volta i nostri sono alle prese con **una missione piuttosto insolita** per loro...

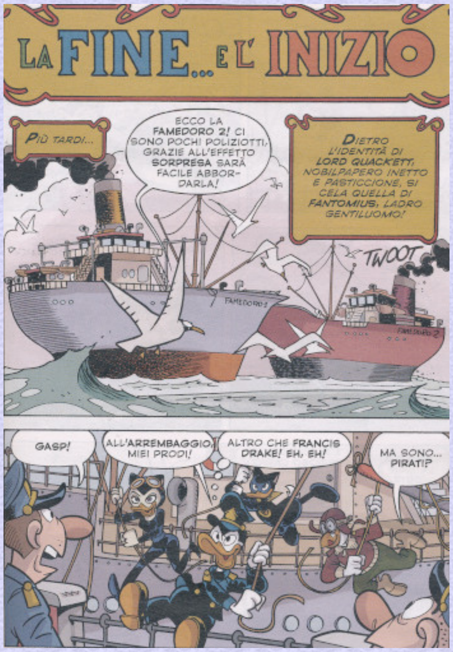

L' INIZIO E LA FINE
PAPEROPOLI, FUTURO...
IL LATO POSITIVO È CHE HO RUBATO LA MASCHERA ED EVITATO L'ESPLOSIONE!
QUELLO NEGATIVO... CHE SONO PRIGIONIERA NEL FUTURO!
PROPRIETA' DEL MUNICIPIO
PRIMO PREMIO LOTTERIA PAPEROPOLI
STRAP
NON PERDIAMOCI D'ANIMO! DEVO CAPIRE AL PIÙ PRESTO IN CHE ANNO SONO E COSA È SUCCESSO!

Of the long episode number 27 in 4 issue plus a prologue published in the **TOPOLINO n. 3398-3399-3400-3401-3402** each episode has a different title: **THE BEGINNING AND THE END, THEFT IN THE FUTURE, DYSTOPIA, THE END ... AND THE BEGINNING**. The story begins in October 1929 with **Lady Mustard** who sneaks into Villa Rose to steal the precious mask of **Gengis Ghat** in possession of **Fantomallard**. The thief inadvertently triggers a fake alarm of explosion of the Villa and in panic she activates the cuccù of time, thus finding herself in the future at the time of **Donald** when he had not yet become **Duck Avenger Fantomallard** discovered the theft and the "time future" escape of **Lady Mustard** and thus he decides to go to the future to retrieve the mask and bring the thief back in 1929. Arriving in the future, the gentleman thief finds himself in an abandoned Villa Rose which will go as a prize for a lottery, **Lord Quackett** reaches the city and manages to track down **Lady Mustard** . He discovers that she has hidden the mask at the Duckburg museum among other oriental finds from a thematic exhibition organized by **Scrooge McDuck**. **Lady Mustard**, however, is in the meantime arrested for car theft and thus **Fantomallard** now not only has to recovering the precious mask, but he must also find a way to free the reckless thief. After a quick search, **Lord Quackett** discovers that at that time there is a nephew of **Copernicus** a guy named **Gyro Gearloose** who is also an inventor and then decides to go to his laboratory hoping for some help. Arriving at the laboratory he witnesses a quarrel between **Scrooge** and his nephew dressed as a sailor, the gentleman thief immediately feels sympathy for that young duck so mistreated by his rich uncle, and pretending to be a private detective convinces both **Gyro** and **Donald** to help him in recovering the mask from the museum pretending that this mask was stolen by a thief from the museum it belongs to and then hidden among the other finds in the Duckburg museum. **Donald** then helps him enter the museum by neutralizing the alarm system with a device invented by **Gyro** and using the sleeping gas against **Gladstone** who had been recruited by **Scrooge** (having received a refusal from **Donald Duck**) to guard his collection of oriental artifacts on display in the museum. Retrieved the mask **Fantomallard** in greeting him compliments **Donald Duck** and perhaps already hopes to be able to meet him again.

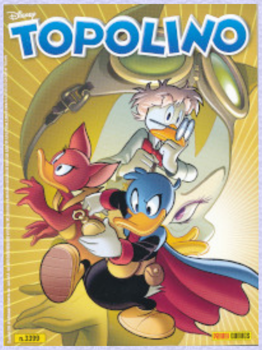
Lord Quackett with a special pencil which cuts /welds metal bars makes **Lady Mustard** escape from prison and back at Villa Rose they are preparing to return to their time using a special pocket time clock created by **Copernicus**. But while he is starting to go back the past, **Lady Mustard** snatches the mask of Genghis Ghat from **Fantomallard**'s hands and hits the gentleman thief damaging the time clock. **Fantomallard** is therefore still in the future but still manages to make the clock work damaged but when he returns to his time he discovers that the Villa has been abandoned anyway and that he actually returned not on October 29 but a year later!

Lord Quackett immediately realizes that in a few months the situation in the city has precipitated due to the great crisis and both his and **Scrooge** absence (**Scrooge McDuck** is since the 1903 around the world for business), in some way in fact **Flintheart Glomgold** has managed to be elected governor of the city by making the citizens believe they have defeated **Fantomallard**. The gentleman thief soon realizes that the South African tycoon is ruling the city in a despotic manner and has established a regime of terror by imposing absurd taxes on citizens and an oppressive police control. On his way to the city, **Lord Quackett** finds **Copernicus** in his old laboratory who tells him how **Flintheart Glomgold** took over the city and how, knowing his secret identity, he forced **Dolly Duck** to leave Villa Rose which was placed under close surveillance. The two then have been obliged to move to the other den of Villa Lalla. Disguised as a policeman **Fantomallard** is accompanied by **Copernicus** to the port where they are picked up by **Dolly Paprika** on board the Fantomarine. **Lord Quackett** can finally hug his partner again but he has two unexpected surprises in fact because of the emergency situation in the city both **Lady Mustard** and the detective **Pinko** have joined them to try to overthrow the **Flintheart Glomgold** regime and prevent him from transporting the money obtained by the unjust taxes to the citizens of Duckburg. to South Africa. The group then prepares to attack with the Fantomarine the ship that is carrying the money of the evil tycoon and after a couple of attempts they succeed and return to the city hiding in Villa Lalla in the Bay of the Dunes.

The group then confronts **Flintheart Glomgold** in front of all the citizens, revealing his intentions and returning the stolen goods to the citizens who indignantly force the rich tycoon to leave the city and return to South Africa. **Fantomallard**, **Dolly** and **Copernicus** return to Villa Lalla where they are persuaded to host **Lady Mustard** who swears she has now become their faithful accomplice. **Lord Quackett** also points out that he will soon have to return in the future as he has found a person who deserves to become his heir and who will therefore ensure that he is the one who "wins" the lottery and becomes the owner of Villa Rose (events narrated in the history **DUCK AVENGERS IT ALL STARTED LIKE THIS**) In the latest frames of the adventure **Flintheart Glomgold** on the ship that takes him back to his country does not give himself up, however, and already plots on how to take revenge on the gentleman thief. Each episode of the story is also related as always from an introductory page by Barbara Garufi.

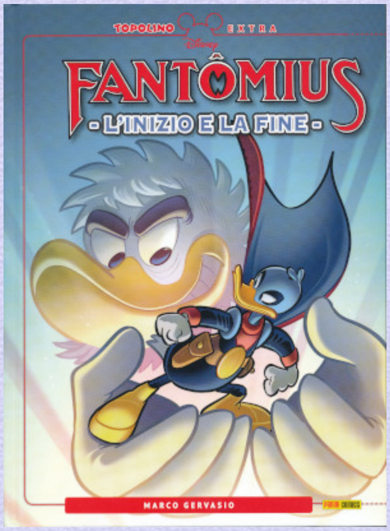

LA FINE... E L' INIZIO
PIÙ TARDI...
ECCO LA FAMEDORO 2! CI SONO POCHI POLIZIOTTI, GRAZIE ALL'EFFETTO SORPRESA SARÀ FACILE ABBORDARLA!
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, LADRO GENTILUOMO!
TWOOT
FAMEDORO 2
GASP!
ALL'ARREMBAGGIO, MIEI PRODI!
ALTRO CHE FRANCIS DRAKE! EH, EH!
MA SONO... PIRATI!?

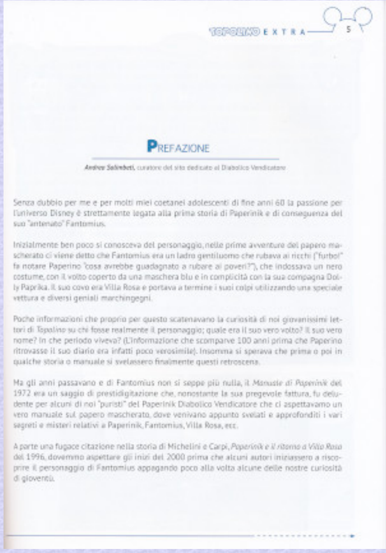
The story imagined by the author falls within those decidedly legendary events on the history of **Fantomallard** and the city of Duckburg, since, as can be seen from the story of Barks **UNCLE SCROOGE AND THE MONEY CHAMP** which took place in the 1950s, none of the citizens of Duckburg seems to have ever heard of **Flintheart Glomgold** which is unlikely if these only twenty years before managed the power in the city. These events are therefore to be interpreted as part of the series of myths relating to the events of the gentleman thief and probably take their cue from the mismanagement of the city of Duckburg during the great crisis by some shady local figure. The gentleman thief's time travel narratives and interactions with a **Donald Duck** set in the present time fall into the same legendary vein.



Dedicated to the twenty-seventh episode of the **Fantomallard**'s saga the **TOPOLINO n. 3399** shows a beautiful cover by Freccero, with **Fantomallard**, **Dolly Paprika**, **Copernicus** and **Lady Senape.**

The four issue of episode 27 are reprinted in the TOPOLINO EXTRA entitled **FANTOMALLARD-THE BEGINNING AND THE END-** . The issue is also correlated with a preface by Andrea Salimbeti and a long interview with the artist and writer Marco Gevasio and the director of the TOPOLINO comic book Alex Bertani.





TOPOLINO EXTRA 5

PREFAZIONE

Andrea Salimbeti, curatore del sito dedicato al Diabolico Vendicatore

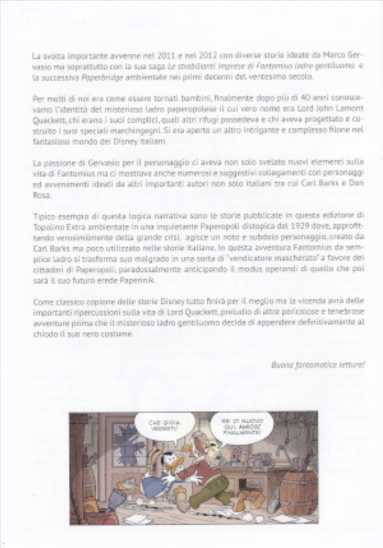
Senza dubbio per me e per molti miei coetanei adolescenti di fine anni 60 la passione per l'universo Disney è strettamente legata alla prima storia di Paperinik e di conseguenza del suo "antenato" Fantomius.

Inizialmente ben poco si conosceva del personaggio, nelle prime avventure del papero mascherato ci viene detto che Fantomius era un ladro gentiluomo che rubava ai ricchi ("furbo!" fa notare Paperino "cosa avrebbe guadagnato a rubare ai poveri?"), che indossava un nero costume, con il volto coperto da una maschera blu e in complicità con la sua compagna Dolly Paprika. Il suo covo era Villa Rosa e portava a termine i suoi colpi utilizzando una speciale vettura e diversi geniali marchingegni.

Poche informazioni che proprio per questo scatenavano la curiosità di noi giovanissimi lettori di *Topolino* su chi fosse realmente il personaggio; quale era il suo vero volto? Il suo vero nome? In che periodo viveva? (L'informazione che scomparve 100 anni prima che Paperino ritrovasse il suo diario era infatti poco verosimile). Insomma si sperava che prima o poi in qualche storia o manuale si svelassero finalmente questi retroscena.

Ma gli anni passavano e di Fantomius non si seppe più nulla, il *Manuale di Paperinik* del 1972 era un saggio di prestidigitazione che, nonostante la sua pregevole fattura, fu deludente per alcuni di noi "puristi" del Paperinik Diabolico Vendicatore che ci aspettavamo un vero manuale sul papero mascherato, dove venivano appunto svelati e approfonditi i vari segreti e misteri relativi a Paperinik, Fantomius, Villa Rosa, ecc.

A parte una fugace citazione nella storia di Michelini e Carpi, *Paperinik e il ritorno a Villa Rosa* del 1996, dovemmo aspettare gli inizi del 2000 prima che alcuni autori iniziassero a riscoprire il personaggio di Fantomius appagando poco alla volta alcune delle nostre curiosità di gioventù.



La svolta importante avvenne nel 2011 e nel 2012 con diverse storie ideate da Marco Gervasio ma soprattutto con la sua saga *Le strabilianti imprese di Fantomius ladro gentiluomo* e la successiva *Paperbridge* ambientate nei primi decenni del ventesimo secolo.

Per molti di noi era come essere tornati bambini, finalmente dopo più di 40 anni conoscevamo l'identità del misterioso ladro paperopolese il cui vero nome era Lord John Lamont Quackett, chi erano i suoi complici, quali altri rifugi possedeva e chi aveva progettato e costruito i suoi speciali marchingegni. Si era aperto un altro intrigante e complesso filone nel fantasioso mondo dei Disney italiani.

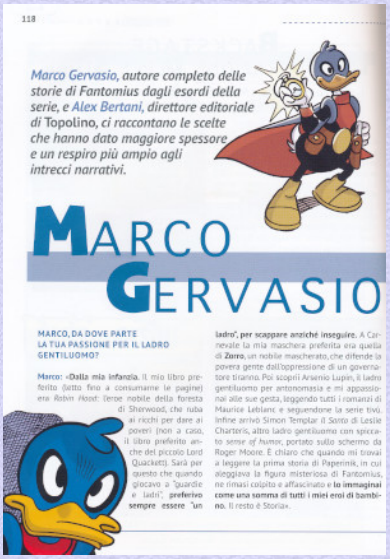
La passione di Gervasio per il personaggio ci aveva non solo svelato nuovi elementi sulla vita di Fantomius ma ci mostrava anche numerosi e suggestivi collegamenti con personaggi ed avvenimenti ideati da altri importanti autori non solo italiani tra cui Carl Barks e Don Rosa.

Tipico esempio di questa logica narrativa sono le storie pubblicate in questa edizione di Topolino Extra ambientate in una inquietante Paperopoli distopica del 1929 dove, approfittando verosimilmente della grande crisi, agisce un noto e subdolo personaggio, creato da Carl Barks ma poco utilizzato nelle storie italiane. In questa avventura Fantomius da semplice ladro si trasforma suo malgrado in una sorta di "vendicatore mascherato" a favore dei cittadini di Paperopoli, paradossalmente anticipando il modus operandi di quello che poi sarà il suo futuro erede Paperinik.

Come classico copione delle storie Disney tutto finirà per il meglio ma la vicenda avrà delle importanti ripercussioni sulla vita di Lord Quackett, preludio di altre pericolose e tenebrose avventure prima che il misterioso ladro gentiluomo decida di appendere definitivamente al chiodo il suo nero costume.

Buona fantomatica lettura!

CHE GIOIA VEDERTI!



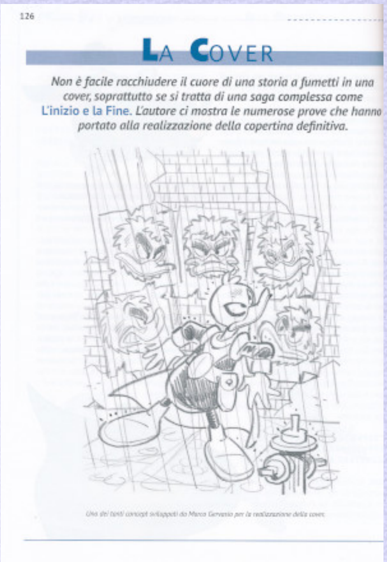
118

Marco Gervasio, autore completo delle storie di Fantomius dagli esordi della serie, e Alex Bertani, direttore editoriale di Topolino, *ci raccontano le scelte che hanno dato maggiore spessore e un respiro più ampio agli intrecci narrativi.*

MARCO GERVASIO

MARCO, DA DOVE PARTE LA TUA PASSIONE PER IL LADRO GENTILUOMO?

Marco: «**Dalla mia infanzia.** Il mio libro preferito (letto fino a consumarne le pagine) era *Robin Hood*: l'eroe nobile della foresta di Sherwood, che ruba ai ricchi per dare ai poveri (non a caso, il libro preferito anche del piccolo Lord Quackett). Sarà per questo che quando giocavo a "guardie e ladri", **preferivo sempre essere "un ladro", per scappare anziché inseguire.** A Carnevale la mia maschera preferita era quella di **Zorro**, un nobile mascherato, che difende la povera gente dall'oppressione di un governatore tiranno. Poi scoprii Arsenio Lupin, il ladro gentiluomo per antonomasia e mi appassionai alle sue gesta, leggendo tutti i romanzi di Maurice Leblanc e seguendone la serie tivù. Infine arrivò Simon Templar il *Santo* di Leslie Charteris, altro ladro gentiluomo con spiccato *sense of humor*, portato sullo schermo da Roger Moore. È chiaro che quando mi trovai a leggere la prima storia di Paperinik, in cui aleggiava la figura misteriosa di Fantomius, ne rimasi colpito e affascinato e **lo immaginai come una somma di tutti i miei eroi di bambino.** Il resto è Storia».

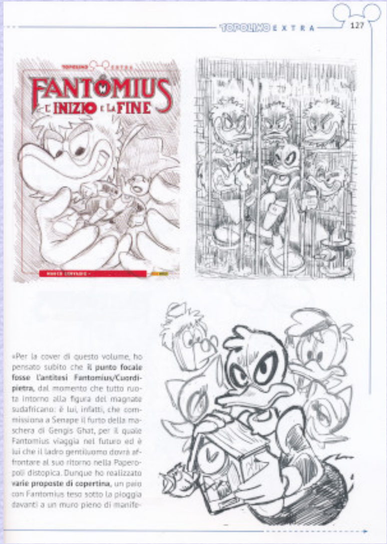


126

LA COVER

Non è facile racchiudere il cuore di una storia a fumetti in una cover, soprattutto se si tratta di una saga complessa come L'inizio e la Fine. *L'autore ci mostra le numerose prove che hanno portato alla realizzazione della copertina definitiva.*

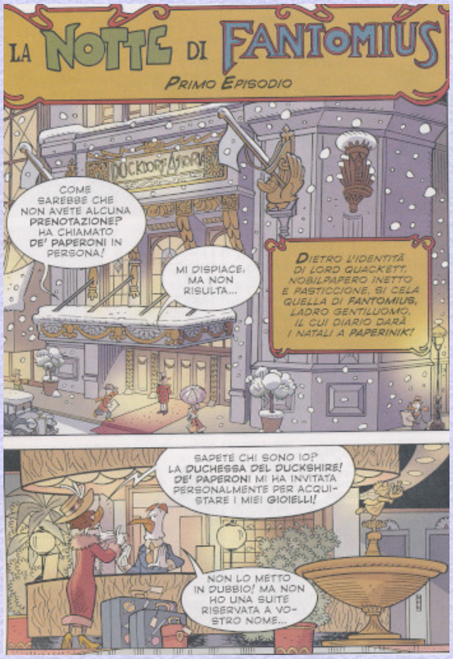
Uno dei tanti concept sviluppati da Marco Gervasio per la realizzazione della cover.



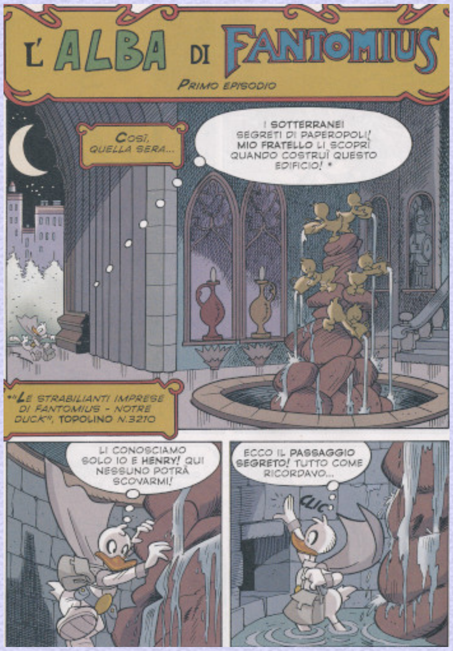
TOPOLINO EXTRA 127

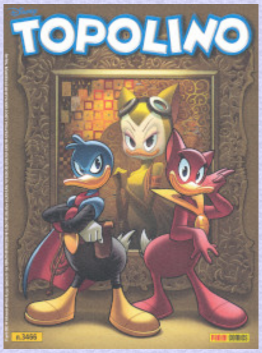
«Per la cover di questo volume, ho pensato subito che **il punto focale fosse l'antitesi Fantomius/Cuordipietra,** dal momento che tutto ruota intorno alla figura del magnate sudafricano: è lui, infatti, che commissiona a Senape il furto della maschera di Gengis Ghat, per il quale Fantomius viaggia nel futuro ed è lui che il ladro gentiluomo dovrà affrontare al suo ritorno nella Paperopoli distopica. Dunque ho realizzato **varie proposte di copertina,** un paio con Fantomius teso sotto la pioggia davanti a un muro pieno di manife-

In addition to the double interview, the volume also includes some of Marco Gervasio's study and proposals on what should have been the possible cover of the comic.


LA NOTTE DI FANTOMIUS
PRIMO EPISODIO
DUCKDORF ASTORIA
COME SAREBBE CHE NON AVETE ALCUNA PRENOTAZIONE? HA CHIAMATO DE' PAPERONI IN PERSONA!
MI DISPIACE, MA NON RISULTA...
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
SAPETE CHI SONO IO? LA DUCHESSA DEL DUCKSHIRE! DE' PAPERONI MI HA INVITATA PERSONALMENTE PER ACQUISTARE I MIEI GIOIELLI!
NON LO METTO IN DUBBIO! MA NON HO UNA SUITE RISERVATA A VOSTRO NOME...

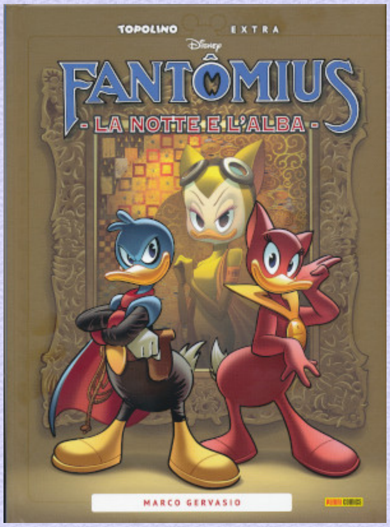
The episode number 28 is divided into two stories of two episodes each entitled **THE NIGHT OF FANTOMALLARD** and **THE DAWN OF FANTOMALLARD** published respectively in the Italian comic books **TOPOLINO n. 3466-3467, 3469-3470** . The story takes place in December 1930 on the same day of **Scrooge**'s final return to the city. **Fantomallard** and accomplices manage to get hold of the precious painting of Sleeping Beauty owned by the Tycoon **Doug Duckan** of Calisota City who took it to Duckburg to sell it to **Scrooge**.
The gentleman thief is then hunted by the inevitable detective **Pinko** but as usual **Fantomallard** manages to escape ridiculing the clumsy detective.
Because of this other failure **Pinko** is downgraded to the rank of agent until he manages to capture the gentleman thief. Determined to take revenge, the policeman tries to focus when he discovered **Fantomallard** during the last adventure that saw them allied against **Flintheart Glomgold**. **Pinko** remainding some elements understand that one of the lairs of the gentleman thief is probably Villa Lalla even if he cannot realize that **Lord Quacket** could be the mysterious **Fantomallard**.
After having received a photo attached to an anonymous letter that would reveal the true identity of the gentleman thief, **Pinko** goes with many agents to Villa Lalla to capture the gentleman thief and his accomplice. The two thieves attempt a desperate escape but **Dolly Paprika** falls from the Air-sled and is captured by the agents and arrested. **Fantomallard** then goes to his friend **Copernicus** but when he arrives near his laboratory he discovers that he has just been arrested as well by **Pinko** agents. This time for **Fantomallard** the end seems to have come, also because by now all its secret lairs have been discovered and surrounded by the police.
The gentleman thief then decides to take refuge in the basement of Notre Duck no longer inhabited by his brother **Henry** and where for several years **Fantomallard** has kept an outfit, various masks and emergency gadgets. Thanks to the undergrounds of the old city of Duckburg connected with those of Notre Duck cathedral, the shrewd thief disguised as a lawyer manages to meet **Copernicus** and organize his escape. Unfortunately, the situation seems more complicated for **Dolly Paprika** who is about to be transferred to the Song Song maximum security prison, but on the way **Fantomallard** who had disguised himself taking the place of one of the two drivers manages to free her. The trio of thieves then reach the dungeons of Notre Duck to elaborate a plan with which to make the police believe that they are extraneous to the facts and that in reality they are also victims of **Fantomallard** and accomplices. **Lord Quackett** then goes to the police station explaining to **Pinko** that he, **Dolly** and **Copernicus** have been kidnapped and held prisoner by the gentleman thief and his accomplices who have taken their identities to be able to carry out thefts in their villas. After freeing his accomplices captured by the police **Fantomallard** before escaping he freed them. Same days later **Fantomallard**, in order not to get the unfortunate **Pinko** punished too harshly, makes him find the famous painting of Sleeping Beauty that he had stolen a few days earlier. The day after the rightful owner of the painting, the wealthy tycoon **Dunkan** informs **Scrooge**, who has meanwhile returned to his warehouse, that he no longer intends to sell him the painting but that he will sell it at the Baltimore museum.
Meanwhile, elsewhere **Jen Yu** reads the news of **Lord Quackett** exoneration and is happy all in all. At Villa Lalla, our thieves who were narrowly saved from the dangerous story wonder who could have communicated their true identity to **Pinko**, doubt becomes certainty when behind the photo that unmasked **Fantomallard** note the symbol of the South African coin used as an emblem by **Flintheart Glomgold**. Also this minisaga is preceded on **TOPOLINO n. 3465** from an interesting introductory editorial by Barbara Garufi.


L'ALBA DI FANTOMIUS
PRIMO EPISODIO
COSÌ, QUELLA SERA...
I SOTTERRANEI SEGRETI DI PAPEROPOLI! MIO FRATELLO LI SCOPRÌ QUANDO COSTRUÌ QUESTO EDIFICIO! *
*"LE STRABILIANTI IMPRESE DI FANTOMIUS - NOTRE DUCK", TOPOLINO N.3210
LI CONOSCIAMO SOLO IO E HENRY! QUI NESSUNO POTRÀ SCOVARMI!
ECCO IL PASSAGGIO SEGRETO! TUTTO COME RICORDAVO...
CLIC


TOPOLINO
n.3466
PANINI COMICS

Dedicated to the episode 28 of the **Fantomallard** saga the Italian comic book **TOPOLINO n. 3466** shows a beautiful cover, drawn by Francesco D'Ippolito, with **Fantomallard**, **Dolly Paprika** and **Lady Mustard**.

The four episode of the adventure n. 28 have been reprinted in the special edition comic TOPOLINO EXTRA titled **FANTOMIUS-LA NOTTE E L'ALBA-(FANTOMALLARD- THE NIGHT AND THE DAWN-)**. In this volume some pages by Marco Gervasio related to the backstage of this story are also present.



TOPOLINO EXTRA 111

LA NOTTE DI FANTOMIUS E PINKO...

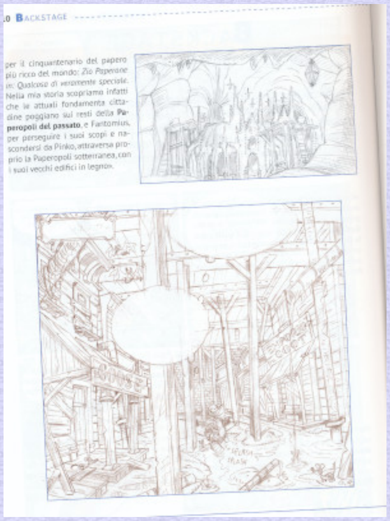
Giocando con il simbolismo delle parole, il titolo avvisa sin da subito il lettore che la storia affronta due tematiche importanti: la caduta e la rinascita. L'autore ci fornisce la giusta chiave di lettura per interpretare questi due momenti all'interno della continuity della saga.

«In questo nuovo capitolo di Fantomius, la continuity che tanto caratterizza la mia produzione, è presente in modo considerevole a partire dal **colpo ingegnoso** del ladro gentiluomo e della sua banda (di cui fa parte anche Senape, rientrata nei ranghi, ma solo temporaneamente) ai danni di Doug Duckan (antenato di Red Duckan, il miliardario di Calisota City, che in futuro diventerà la nemesi di Paperinik) nel Grand Hotel Duckdorf Astoria, che il suddetto riccone acquisterà per farne la sua sede a Paperopoli.

Se da una parte il colpo di Fantomius ha successo, dall'altra determina il **fallimento** e la rovina del Commissario, innescando quella che ho definito "la Notte di Pinko", cioè il momento più buio della sua vita e della sua carriera. A causa di questo insuccesso, il povero Commissario, dopo essere stato perfino messo alla berlina da un gruppo di ragazzini, viene **retrocesso** a semplice Ispettore dai suoi superiori, fino a quando non catturerà Fantomius e recupererà la refurtiva.

Il **declino** di Pinko è al tempo stesso però la **molla** che fa scattare in lui la voglia di riscattarsi, diventando pian piano più determinato e intraprendente del solito, e portando avanti una grandiosa operazione di polizia, che metterà Fantomius spalle al muro.

Neanche a farlo apposta, l'oggetto del furto è quel famosissimo quadro della Bella Addormentata, che darà tanto filo da torcere negli anni seguenti a Paperinik, e che è cercato con insistenza da Paperone, poiché (come abbiamo finalmente scoperto) è legato a filo doppio alla "sua" Doretta Doremi.



0 BACKSTAGE

per il cinquantenario del papero più ricco del mondo: *Zio Paperone in: Qualcosa di veramente speciale*. Nella mia storia scopriamo infatti che le attuali fondamenta cittadine poggiano sui resti della **Paperopoli del passato**, e Fantomius, per perseguire i suoi scopi e nascondersi da Pinko, attraversa proprio la Paperopoli sotterranea, con i suoi vecchi edifici in legno».

Anteprima fumetto di BARBARA GARUFI

FANTOMIUS TORNA A COLPIRE!

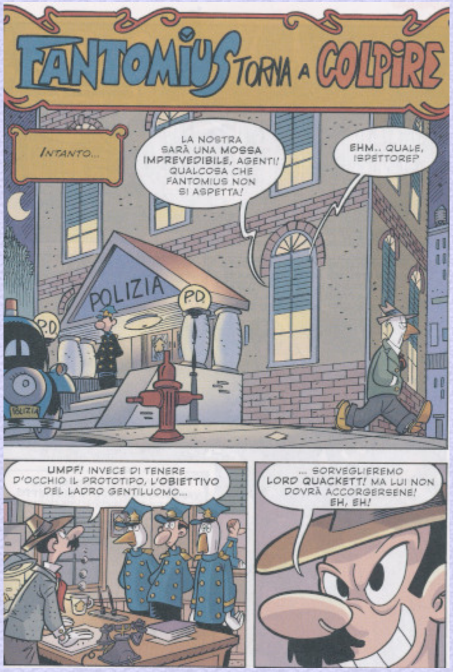
Tra sette giorni non perdete la nuova strabiliante avventura del ladro gentiluomo, di nuovo in forma e pronto a stupirci con la sua astuzia e abilità! Per saperne di più abbiamo scambiato quattro chiacchiere con Marco Gervasio, autore della storia...

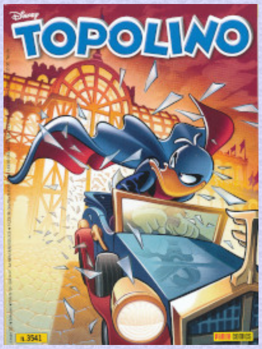
Intervista a MARCO GERVASIO (disegnatore e sceneggiatore)

CIAO MARCO, ALLORA TRA SETTE GIORNI FANTOMIUS TORNA A COLPIRE? IL TITOLO DELLA STORIA PROMETTE BENE...

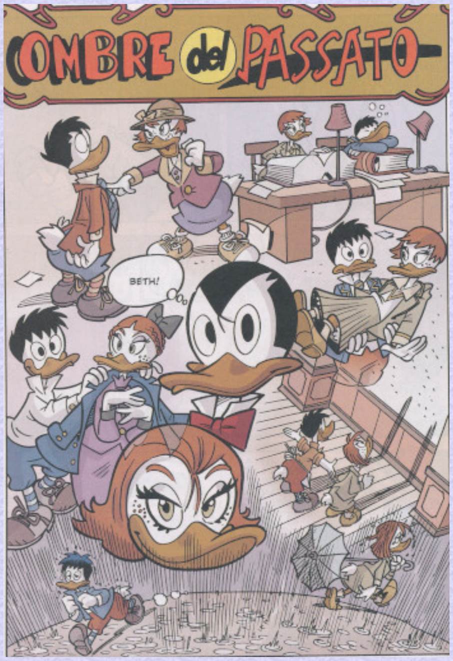
«Dopo due lunghe saghe a puntate (*L'inizio e la Fine* e *La Notte e l'Alba*), che hanno destabilizzato non poco lo status quo del personaggio, torniamo ad un episodio singolo autoconclusivo, ma che ovviamente tiene conto di quanto accaduto. Nell'ultima saga abbiamo lasciato un **Fantomius vincitore**, ma diverso da prima, non più così sicuro e determinato, ma anzi con molti **dubbi** e consape-

In the 29th episode of the saga,entitled **FANTOMALLARD STRIKES AGAIN**, in Duckburg a universal exhibition of technology is organized by **Scrooge Mc Duck**, where a rich European tycoon **Roman Duckovic** will exhibit the prototype of a mini-battery with an inexhaustible charge. Inspector **Pinko**, who has now convinced himself that **Lord Quackett** is hiding behind the mask of **Fantomallard**, hopes that the gentleman thief will try to steal the revolutionary battery in order to finally have the opportunity to arrest him. Meanwhile at Villa Lalla **Dolly Paprika** receives a visit from her friend **Ortensia Mc Duck** and her husband **Quackmore Duck**. The two tell him that they have decided to temporarily leave Duckburg as they are disappointed by Scrooge's behavior after his return to the city, and that their twins (**Donald Duck** and **>Della**) will continue to stay on their grandmother's farm. **Lord Quackett** who has begun to consider leaving his thief activity, decides to "punish" **Scrooge** by organizing the theft of the mini-battery which could be very useful for **Copernicus**'s devices. On the day of the exhibition attended by **Scrooge**, **Duckovic**, by **Pinko** and his agents, by television, and by numerous visitors, **Lord Quackett** leaves the room suspiciously, followed by **Pinko**. Suddenly the room is invaded by a thick blanket of smoke and a guy dressed as **Fantomallard** takes possession of the mini-battery and escapes out the window, chased by **Pinko** and his agents. After a brief chase, the police manage to block the fugitive's car, only to discover that the thief is not the real **Fantomallard** but the actor **Ducklas Fairbarks** who actually has a fake mini-drums and who was filming a scene for a new film about the gentleman thief. The actor justifies himself to **Pinko** by saying that his agent was contacted by **Scrooge** to produce a new film about **Fantomallard**; which clearly later turned out to be false. **Pinko**, realizing that he has been led astray by **Lord Quackett** and his accomplice, returns to the exhibition where in the meantime the real mini-battery has also been stolen. **Pinko** then has **Lord Quackett** and **Dolly Duck** searched but finds nothing. Leaving the exhibition, the two thieves explain how they managed to get rid of the mini-battery by inserting it into a sort of radio-controlled mini-drone controlled by **Copernicus**. However, the drone was intercepted by another mysterious thief who, mocking **Fantomallard**, took possession of the revolutionary battery. Another challenge that the gentleman thief will have to face.


FANTOMIUS TORNA A COLPIRE
INTANTO...
LA NOSTRA SARÀ UNA MOSSA IMPREVEDIBILE, AGENTI! QUALCOSA CHE FANTOMIUS NON SI ASPETTA!
EHM... QUALE, ISPETTORE?
POLIZIA
P.D.
UMPF! INVECE DI TENERE D'OCCHIO IL PROTOTIPO, L'OBIETTIVO DEL LADRO GENTILUOMO...
... SORVEGLIEREMO LORD QUACKETT! MA LUI NON DOVRÀ ACCORGERSENE! EH, EH!



Dedicated to the episode 29 of the **Fantomallard** saga the Italian comic book **TOPOLINO n. 3541** shows a very beautiful cover with **Fantomallard** on his special car.


OMBRE del PASSATO
BETH!

Episode number 30 of the **Fantomallard** saga is the continuation of the previous one. In fact, the story begins with **Quackett**, **Dolly** and **Copernicus** at Villa Lalla wondering who could have deceived them by stealing the battery prototype.

Meanwhile in the newspaper there is an announcement that in the city art gallery there will be an exhibition of a painting entitled "wealth" by the famous painter **Elisabeth Ducket**, she was friend and classmate at Duckbridge college of **John**. In fact, **Beth**'s brother **Tommy** arrives at Villa Lalla and personally brings to his friend the invitation to the exhibition where his sister's painting will be exhibited.

Tommy informs **John** that his other college friends will also be present at the event and that **Beth** has in the meantime gotten married to **Roger**.

On the day of the event, in addition to **Tommy**, **Beth** and **Roger**, **Quackett** sees his other friends and classmate **Annabelle**, **Bill Bull** and **Arty**.

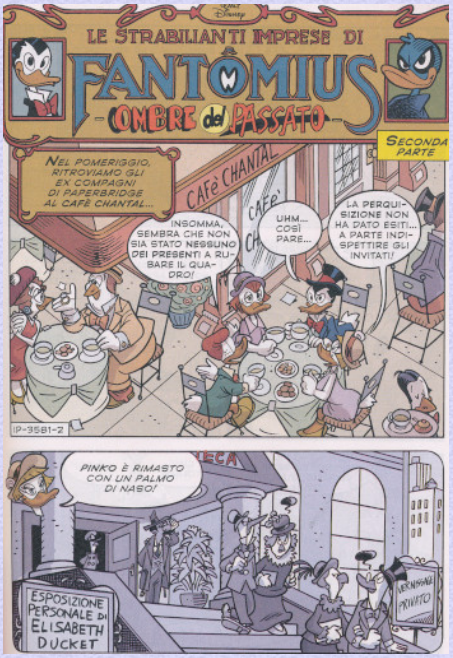
Shortly before showing the painting an unusual event happens, the room remains in the dark before thirty seconds due to a blackout. But the surprise comes when the cloth is removed from the painting, in fact this is not the real painting of **Beth** but an anonymous portrait of **Scrooge McDuck**. The theft is reported and the investigations conducted as always by inspector **Pinko** who immediately accuses **Fantomallard** and reminds **Quackett** to still suspect that he is the true Gentleman Thief.

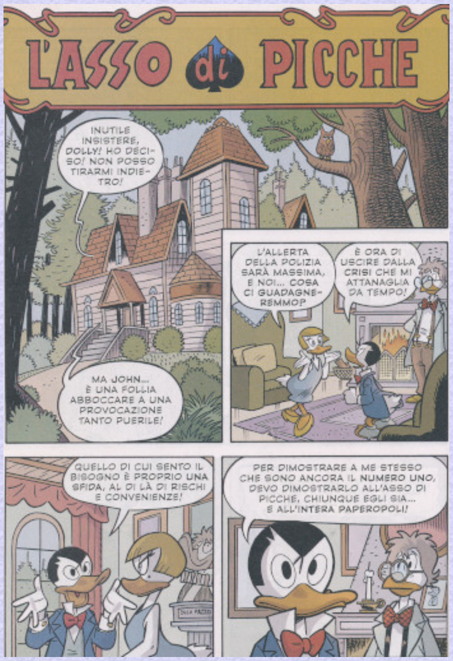
Surprising those present, **Beth**'s brother, **Tom Ducket** offers to participate in the investigations as he holds the qualification of private detective. Thus begins **Tommy**'s investigations who first goes to visit the organizer of the exhibition, **Ted Quacker**. Arriving at the apartment **Tommy** finds the organizer tied and gagged with **Fantomallrd** observing them, despite appearances the gentleman thief convinces **Tommy** that he is not the perpetrator of the thefts and he did not attack and tie up **Ted Quacker**. Reasoning on various clues of what happened **Tommy** and **Fantomallard** understand that the exchange of the painting took place before the day of the exhibition and that the thief is certainly one of the guests, but that he was present in Duckburg several days before the inauguration in order to prepare the plan.

The following evening at Villa Lalla **Quackett** and **Tommy** inform the rest of the group of their conclusions and the fact that only one of them could have arrived in Duckburg a few days before the event. After viewing a newsreel filmed at the exhibition, it turns out that their friend **Arty** was among the audience disguised with a big mustache and that inspector **Pinko** will carry out a search that same evening at the large Duckdorf hotel where all the guests are staying. Despite the video, **Arty** denies his involvement in the theft but his concern is clearly evident. In fact, that same evening **Arty** tries to make the painting disappear but is surprised by **Fantomallard** who also discovers that in the same safe in which he hid the painting there was also the perpetual battery and the model that the gentleman thief had used to try to steal it a few days earlier at the exhibition. **Fantomallard** then forces **Arthur Sinclair** to confess even if the true instigator of this theft is still a mystery.

Fantomallard then escapes with the special battery while **Arty** is arrested and **Tommy Ducket** takes credit for having solved the case by discovering the real thief of both thefts.

The story ends with the departure of **Quackett**'s friends and with the touching farewell between **John** and **Beth**.


WALT DISNEY
LE STRABILIANTI IMPRESE DI
FANTOMIUS
OMBRE del PASSATO
SECONDA PARTE
NEL POMERIGGIO, RITROVIAMO GLI EX COMPAGNI DI PAPERBRIDGE AL CAFÈ CHANTAL...
CAFè CHANTAL
INSOMMA, SEMBRA CHE NON SIA STATO NESSUNO DEI PRESENTI A RUBARE IL QUADRO!
UHM... COSÌ PARE...
LA PERQUISIZIONE NON HA DATO ESITI... A PARTE INDISPETTIRE GLI INVITATI!
IP-3581-2
PINKO È RIMASTO CON UN PALMO DI NASO!
ESPOSIZIONE PERSONALE DI ELISABETH DUCKET
VERNISSAGE PRIVATO

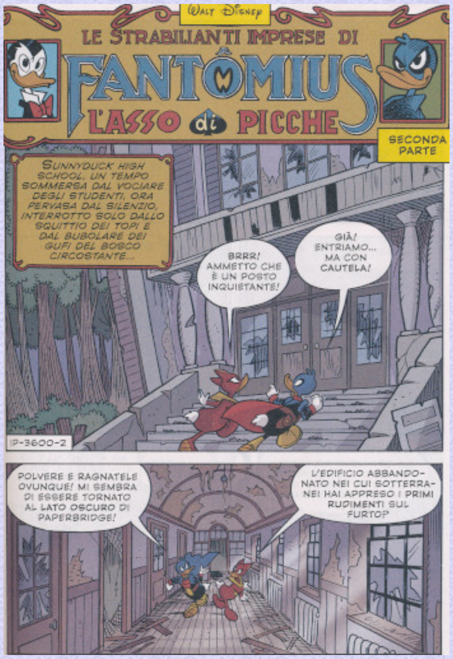

L'ASSO di PICCHE
INUTILE INSISTERE, DOLLY! HO DECISO! NON POSSO TIRARMI INDIETRO!
MA JOHN... È UNA FOLLIA ABBOCCARE A UNA PROVOCAZIONE TANTO PUERILE!
L'ALLERTA DELLA POLIZIA SARÀ MASSIMA, E NOI... COSA CI GUADAGNEREMMO?
È ORA DI USCIRE DALLA CRISI CHE MI ATTANAGLIA DA TEMPO!
QUELLO DI CUI SENTO IL BISOGNO È PROPRIO UNA SFIDA, AL DI LÀ DI RISCHI E CONVENIENZE!
PER DIMOSTRARE A ME STESSO CHE SONO ANCORA IL NUMERO UNO, DEVO DIMOSTRARLO ALL'ASSO DI PICCHE, CHIUNQUE EGLI SIA... E ALL'INTERA PAPEROPOLI!

Episode number 31 of the saga dedicated to the gentleman thief entitled **THE BLACK ACE** is still the continuation of the previous ones. A mysterious thief who calls himself "**Black Ace**" is carrying out sensational thefts against some wealthy inhabitants of Duckburg. At the city golf club **Lord Quackett** reads about the exploits of this new **Fantomallard** emulator while the radio announces that the **Black Ace** has launched a challenge to the famous gentleman thief as to which of the two will be able to steal the most valuable stolen goods during the night.

Fantomallard therefore decides to accept the challenge and that same night develops an ingenious trick to mislead the police: **Dolly Paprika** disguised as **Fantomallard** goes to the villa of **Von Gold**, a famous jewel collector, having **Pinko** chase her with his agents. Meanwhile, at the Duckburg museum, the real **Fantomallard**, who has replaced the guardian, steals the very precious "red volcano" diamond without too many problems. Returning to Villa Lalla, however, the gentleman thief has a nasty surprise! The **Black Ace** has entered the villa and forced the safe, dismayed **Lord Quackett** also discovers that the diamond just stolen from the museum is actually a fake and even more serious that his secret diary which he kept in the safe was stolen.

Returning to the Villa **Dolly Paprika** and **Copernicus** learn of the daring theft and the first suspicions inevitably fall on **Lady Mustard** but **Lord Quackett** > excludes it because the *Modus operandi* is not her. The urgency now is to recover the diary, which is fortunately feasible as **Copernicus** has inserted a radio wave beacon in the binding.

Following the directions of the signal **Fantomallard** and **Dolly Paprika** arrive at an old abandoned theater where **Silvus**, a famous illusionist of the past, held his shows. Exploring the interior, the two thieves fall under the stage where they find only the cover of the diary containing the beacon, evidently discovered by the skilled


WALT DISNEY
LE STRABILIANTI IMPRESE DI
FANTOMIUS
L'ASSO di PICCHE
SECONDA PARTE
SUNNYDUCK HIGH SCHOOL, UN TEMPO SOMMERSA DAL VOCIARE DEGLI STUDENTI, ORA PERVASA DAL SILENZIO, INTERROTTO SOLO DALLO SQUITTIO DEI TOPI E DAL BUBOLARE DEI GUFI DEL BOSCO CIRCOSTANTE...
BRRR! AMMETTO CHE È UN POSTO INQUIETANTE!
GIÀ! ENTRIAMO... MA CON CAUTELA!
IP-3600-2
POLVERE E RAGNATELE OVUNQUE! MI SEMBRA DI ESSERE TORNATO AL LATO OSCURO DI PAPERBRIDGE!
L'EDIFICIO ABBANDONATO NEI CUI SOTTERRANEI HAI APPRESO I PRIMI RUDIMENTI SUL FURTO?

Black Ace.

Suddenly the two thieves hear a creaking behind a wall and hidden behind a secret passage they discover that the magician **Silvus** has been living inside the old theater for two decades now but apparently he is not the mysterious one **Black Ace**. In fact, the former magician says he glimpsed an individual who, after tearing the cover of the diary, mumbled the name of **Sunny Duck**, an old high school from Duckburg.

Having reached the school, now in ruins, the two thieves begin to look for clues of the recent presence of some individual. Following tracks in the dust, the two end up in an underground warehouse where they find a card with a Black Jack. The clue shows that they are on the right path and in fact behind a secret passage they discover the hideout of the **Black Ace** with all his stolen goods including the recent "red volcano" diamond.

In addition to the diamond, the two find an old class register where each name is associated with a black card. Among the names in the register there is also an old acquaintance of **Quackett** with whom he recently had to deal, the scoundrel **Arthur Sinclair** "**Arty** corresponding precisely to the Black Jack card.

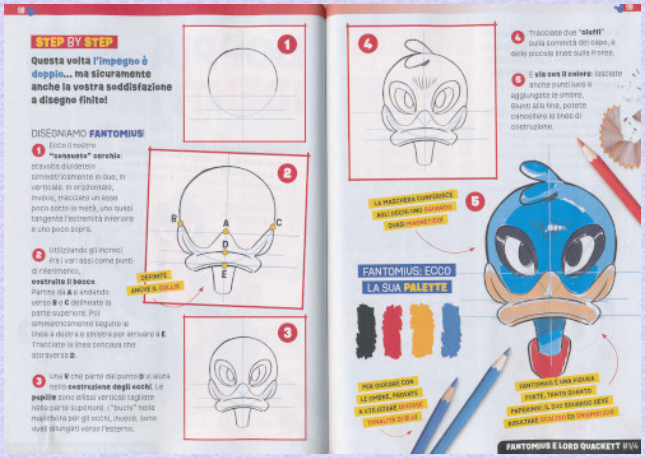
In fact, suddenly **Arthur** arrives, surprised by the presence of the two thieves. 's former college mate, he confesses that he managed to get out of prison after paying a high bail and that he continued his work as a thief within the criminal organization managed by a skilled professor.

The head of the organization also enters the scene and turns out to be none other than **Krimen** the Latin professor at Paperbridge college in London, the one from whom also a young **Lord Quackett** he learned the first rudiments of the art of theft. **Krimen** then says that he reconstituted the Krimen school in Duckburg and that he assigned **Arty** as the final exam the theft at Villa Lalla (of which he had managed to find out the various alarms when he was recently among the guests during a dinner at **Lord Quackett**) and the challenge to **Fantomallard**.

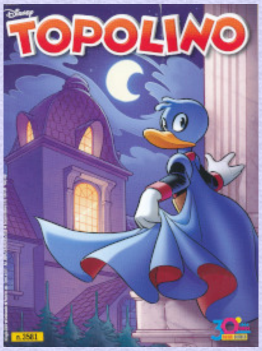
After finding the diary in the safe and thus discovering the true identity of **Fantomallard**, **Arty** neglected the valuables by handing the precious document to **Krimen** who he decided to use it to get revenge on his former student who discovered and ridiculed him during the Paperbridge days. **Krimen** at this point discovers the more criminal side of his personality by trying to physically eliminate **Fantomallard** and **Dolly Paprika** by throwing very sharp metal cards at them, one of the tricks copied by the wizard **Silvus**.

The two manage to avoid the cards thanks to their skill and a device from **Copernicus** but **Krimen** first manages to escape using other smoke and hallucinogenic tricks, only to be thwarted by **Arty** himself disappointed by the fact that **Krimen** has always considered him as a simple pawn to achieve his goals. Taking advantage of the situation **Fantomallard** and **Dolly Paprika** manage to trap and tie up the two criminals who, after calling inspector **Pinko**, use a good dose of COCO-NONO powder to make **Krimen** and **Arthur Sinclair** lose their recent memory.

Fumettando
97
DOPPIA IDENTITÀ
DISEGNA CON GLI ARTISTI DI TOPOLINO
Eccoci al cospetto di Fantomius, il Ladro Gentiluomo, e al papero che (non ditelo a nessuno) si nasconde sotto la sua maschera, Lord Quackett. E chi meglio di Marco Gervasio può insegnarci a disegnarlo?
GERVASIO
FANTOMIUS E LORD QUACKETT #1/4


STEP BY STEP
Questa volta l'impegno è doppio... ma sicuramente anche la vostra soddisfazione a disegno finito!
DISEGNIAMO FANTOMIUS!
1 Ecco il nostro "consueto" cerchio: stavolta dividetelo simmetricamente in due, in verticale. In orizzontale, invece, tracciate un asse poco sotto la metà, uno quasi tangente l'estremità inferiore e uno poco sopra.
2 Utilizzando gli incroci fra i vari assi come punti di riferimento, costruite il becco. Partite da A e andando verso B e C delineate la parte superiore. Poi simmetricamente seguite le linee a destra e sinistra per arrivare a E. Tracciate la linea concava che attraversa D.
3 Una V che parte dal punto D vi aiuta nella costruzione degli occhi. Le pupille sono ellissi verticali tagliate nella parte superiore. I "buchi" nella maschera per gli occhi, invece, sono ovali allungati verso l'esterno.
1
2
B
A
C
D
E
DEFINITE ANCHE IL COLLO!
3
4
4 Tracciate due "ciuffi" sulla sommità del capo, e delle piccole linee sulla fronte.
5 E via con il colore: lasciate anche punti luce e aggiungete le ombre. Giunti alla fine, potete cancellare le linee di costruzione.
LA MASCHERA CONFERISCE AGLI OCCHI UNO SGUARDO QUASI MAGNETICO!
5
FANTOMIUS: ECCO LA SUA PALETTE
PER GIOCARE CON LE OMBRE, PROVATE A UTILIZZARE DIVERSE TONALITÀ DI BLU!
FANTOMIUS È UNA FIGURA FORTE, TANTO QUANTO PAPERINIK: IL SUO SGUARDO DEVE RISULTARE SCALTRO ED ENIGMATICO!
FANTOMIUS E LORD QUACKETT #1/4

The Italian comic book TOPOLINO n.3600 of November 2024 contains, in addition to the aforementioned story of the **Fantomallard** saga, also the first part of the editorial DRAW WITH THE ARTISTS OF TOPOLINO in which Marco Gervasio teaches the reader how to draw **Fantomallard** and **Lord Quackett**. the other three parts of the editorial are published in the following numbers 3601, 3602, 3603 of TOPOLINO.


Disney
TOPOLINO
n.3581

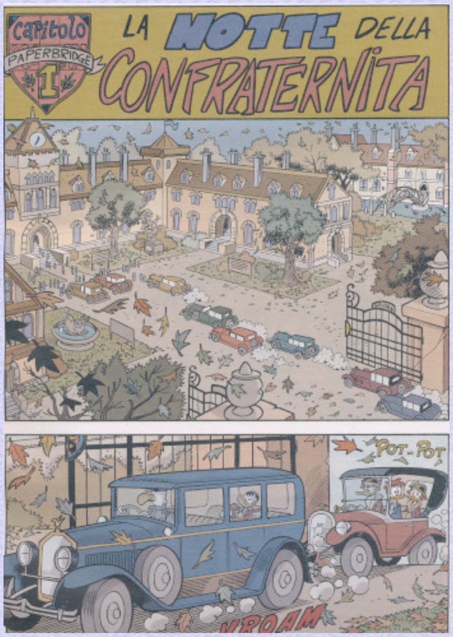
Dedicated to the thirtieth episode of the **Fantomallard** saga, the Italian comic book **TOPOLINO n. 3581** shows another splendid and captivating cover with **Fantomallard**.

PAPERBRIDGE
Walt Disney
PAPER
BRIDGE

On the Italian Disney comic book **TOPOLINO n. 3379** August 2020 starts a mini saga, always created by Marco Gervasio, placed during the first years of the 1900. These adventures are completelly dedicated to the young **Lord Quackett** during the period when he was attending the british college of PAPERBRIDGE (DUCKBRIDGE). The first story of this saga is titled ***DUCKBRIDGE- THE NIGHT OF THE BROTHERHOOD*** and is shown a eighteen years old **John Quackett**, nicknamed by his class mates **Quacky**. The young Quackett is a bully and arrogant as well as a classist towards his roommate **Tom Ducket** of non-noble origins and of a family no longer wealthy.

The saga therefore takes place between 1903 and 1907 in a typical setting of an English college reserved mainly for students from wealthy families but in rare cases also open to particularly deserving students from a scholastic point of view who are able to pay the substantial tuition with scholarships. In the saga there are therefore references to secret brotherhoods and to the typical mandatory sport disciplines of the Anglo-Saxon colleges.

Also for this saga some narratives and events are decidedly surreal and legendary, falling within that series of myths surrounding the figure and the adventures of the gentleman thief.



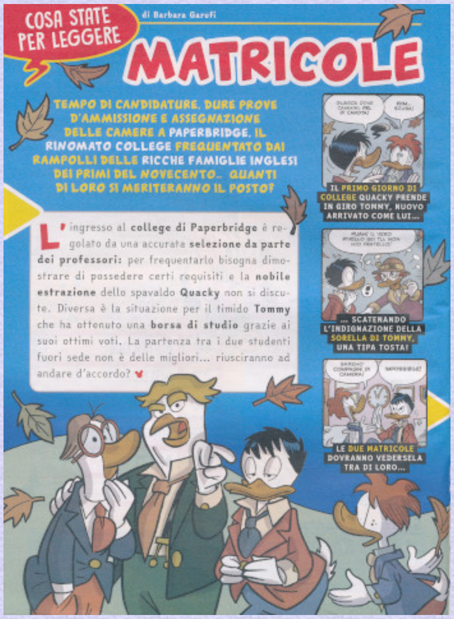
In this mini series, the first story entitled ***THE NIGHT OF BROTHERHOOD*** shows us the arrival at the prestigious college of DUCKBRIDGE of the young eighteen year old **Lord Quackett** -for his friends **Quacky**- and his classmates among which **Tom Ducket** "**Tommy**" a young admitted to the College, although not being of noble origins and modest family, thanks to his academic results and the good principles that have made him to obtain a scholarship.

Tommy is immediately derided and "bullied" by **Quacky** and his group of noble and reach friends. Precisely for this reason, the rector of the College decides to place **Tommy** and **Quacky** in the same room, hoping that the values ??and positive character of the young man of modest family positively influence the arrogant and listless **Lord Quackett**. A few evenings after **Quacky** receives the secret invitation to go to the wooden bridge of the College to undergo the admission tests together with other students to the **Masked** brotherhood, upon reaching the area The group is disappointed to discover that **Tommy** has also been invited as the mysterious masked master of the fraternity informs them that **Tom Ducket**'s father was once rich and having been a member of the brotherhood also the son has the right by inheritance. The mysterious master then assigns the initiation tests, to be passed by dawn, which consist of removing the statue of the founder of Duckbridge and dismantling the wooden "mathematical bridge" designed by Newton.

Quacky Tommy which belong both to the group that have to dismount the bridger start to dismantling the bridge but when the activity is completed **Tommy** is jokingly pushed into the water by one of the group thus attracting the attention of the night watchman. The group escapes but **Lord Quackett** at the last minute, worried by the cries for help from **Tommy** who says not able to swim, goes back to help the roommate. In the meantime the guardian arrives and brings the two students in front of the rector, who forces them to reconstruct the bridge by dawn and then show up for morning lessons on time anyway.

The young **Lord Quackett** always arrogant, decides to go back to his room to sleep, leaving all the burden of rebuilding the bridge to the poor **Tommy** who anyway manages to do the work in time. In the room **Quacky** finds a note from the **Masked** brotherhood that tells him that despite being discovered by the night watchman he is admitted to the group because he has saved a companion in difficulty, the message also states that **Tommy** is not eligible to enter the fraternity.

This first episode ends with **Tommy** returning to the room at dawn and once again being snubbed and denigrated by **Quacky** but this time **Tommy** reacts to provocations by **Lord Quackett** making him understand that he considers him only a rich arrogant and stupid nobleman!



COSA STATE PER LEGGERE

di Barbara Garofi

MATRICOLE

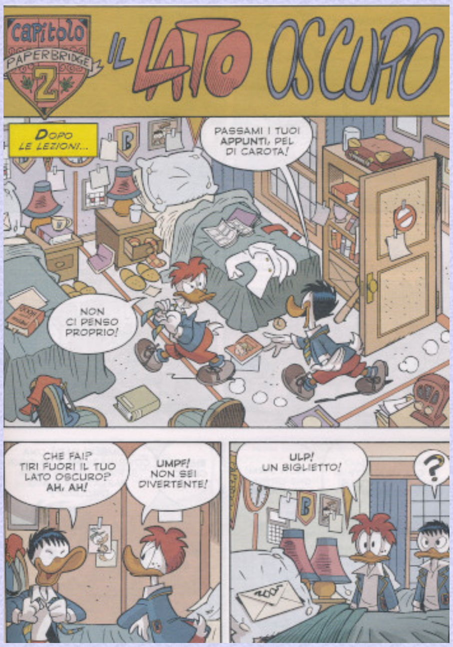
TEMPO DI CANDIDATURE, DURE PROVE D'AMMISSIONE E ASSEGNAZIONE DELLE CAMERE A PAPERBRIDGE, IL RINOMATO COLLEGE FREQUENTATO DAI RAMPOLLI DELLE RICCHE FAMIGLIE INGLESI DEI PRIMI DEL NOVECENTO... QUANTI DI LORO SI MERITERANNO IL POSTO?

L'ingresso al **college di Paperbridge** è regolato da una accurata **selezione da parte dei professori:** per frequentarlo bisogna dimostrare di possedere certi requisiti e la **nobile estrazione** dello spavaldo **Quacky** non si discute. Diversa è la situazione per il timido **Tommy** che ha ottenuto una **borsa di studio** grazie ai suoi ottimi voti. La partenza tra i due studenti fuori sede non è delle migliori... riusciranno ad andare d'accordo?

IL PRIMO GIORNO DI COLLEGE QUACKY PRENDE IN GIRO TOMMY, NUOVO ARRIVATO COME LUI...

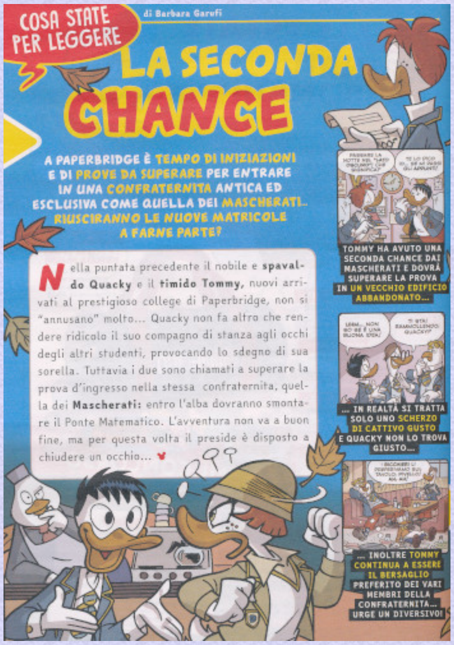
... SCATENANDO L'INDIGNAZIONE DELLA SORELLA DI TOMMY, UNA TIPA TOSTA!

LE DUE MATRICOLE DOVRANNO VEDERSELA TRA DI LORO...


Capitolo 2
PAPERBRIDGE
IL LATO OSCURO
DOPO LE LEZIONI...
PASSAMI I TUOI APPUNTI, PEL DI CAROTA!
NON CI PENSO PROPRIO!
CHE FAI? TIRI FUORI IL TUO LATO OSCURO? AH, AH!
UMPF! NON SEI DIVERTENTE!
ULP! UN BIGLIETTO!
?

The second episode titled ***THE DARK SIDE*** always starts with poor **Tommy** being taunted even during lessons by **Quacky** and the his group of "bully" friends from the **Masked** brotherhood. Back in the room **Tommy** finds a message from the brotherhood in which he is given another chance to join the group if he can pass the test of spending the night on the "dark side" which is an old abandoned building inside the College which is told to be haunted by ghosts. **Lord Quackett** doubts that this message is true and in fact, when he reaches his brotherhood friends, he discovers that it is another joke against **Tommy**, as after making him arrive inside the abandoned building the members of the **Masked** disguised as ghosts will scare him. The group then reaches the pub near the College where they meet again **Tommy** who after the daily lessons he works as a waiter to get some money and as usual one of the group ridicules him with another bad joke. **Beth** who is **Tommy**'s sister is also in the pub with a friend of her. Even in this situation, the strong-tempered sister defends her brother by shaming the rich and arrogant bullies including **Quacky** who, however, seems to have some sympathy for the young and pretty duck.

The same evening therefore **Tommy** goes to the old building while the group prepares for the joke, all except **John Quackett** who in his conscience does not find this latest joke very cool, so he pretends to have a cold and goes back to the room. Shortly after, however, he decides to intervene in favor of **Tommy** and, disguising himself in a large jacket and a cap with pilot goggles, enters the old building, scaring the group of false ghosts even before these may scare **Tommy**. The group angry because of the failure of the joke pursues the mysterious intruder but in the end **Quacky** manages to escape causing a window to break. Outside the building, **John** is again surprised by the night watchman who orders him the next day to report to the rector again. **Quacky** returns to his room just in time before arrival of **Tommy** who, excited by what happened, tells of how a mysterious masked individual intervened to make the joke devised against him fail. The young **Lord Quackett** with the usual bad irony always treats **Tommy** in a bad way but in this case it is to deflect any suspicion that he may be the mysterious ruin of jokes. Meanwhile, in a college building, the **Masked** ridiculed by **Quacky** come to the conclusion that only a member of the fraternity could have known about the joke organized against **Tommy** and in fact here is that the disturbing leader of the group, always covered with the mask with a long beak, declares that there is certainly a traitor among them! This second episode is also presented by an introductory page written by Barbara Garufi of the editorial staff of the TOPOLINO comic book.


COSA STATE PER LEGGERE

di Barbara Garufi

LA SECONDA CHANCE

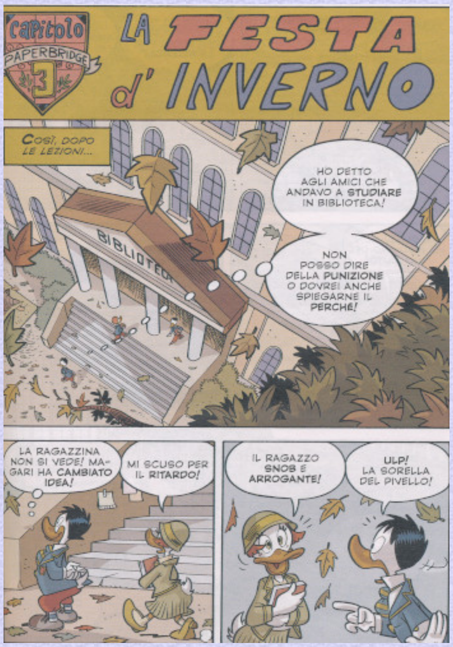
A PAPERBRIDGE È TEMPO DI INIZIAZIONI E DI PROVE DA SUPERARE PER ENTRARE IN UNA CONFRATERNITA ANTICA ED ESCLUSIVA COME QUELLA DEI MASCHERATI... RIUSCIRANNO LE NUOVE MATRICOLE A FARNE PARTE?

Nella puntata precedente il nobile e **spavaldo Quacky** e il **timido Tommy**, nuovi arrivati al prestigioso college di Paperbridge, non si "annusano" molto... Quacky non fa altro che rendere ridicolo il suo compagno di stanza agli occhi degli altri studenti, provocando lo sdegno di sua sorella. Tuttavia i due sono chiamati a superare la prova d'ingresso nella stessa confraternita, quella dei **Mascherati:** entro l'alba dovranno smontare il Ponte Matematico. L'avventura non va a buon fine, ma per questa volta il preside è disposto a chiudere un occhio...

TOMMY HA AVUTO UNA SECONDA CHANCE DAI MASCHERATI E DOVRÀ SUPERARE LA PROVA IN UN VECCHIO EDIFICIO ABBANDONATO...

... IN REALTÀ SI TRATTA SOLO UNO SCHERZO DI CATTIVO GUSTO E QUACKY NON LO TROVA GIUSTO...

... INOLTRE TOMMY CONTINUA A ESSERE IL BERSAGLIO PREFERITO DEI VARI MEMBRI DELLA CONFRATERNITA... URGE UN DIVERSIVO!

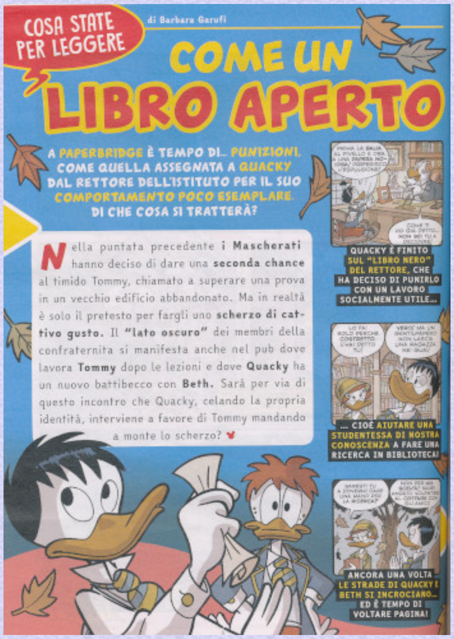

Capitolo 3
PAPERBRIDGE
LA FESTA d'INVERNO
COSÌ, DOPO LE LEZIONI...
HO DETTO AGLI AMICI CHE ANDAVO A STUDIARE IN BIBLIOTECA!
NON POSSO DIRE DELLA PUNIZIONE O DOVREI ANCHE SPIEGARNE IL PERCHÉ!
BIBLIOTECA
LA RAGAZZINA NON SI VEDE! MAGARI HA CAMBIATO IDEA!
MI SCUSO PER IL RITARDO!
IL RAGAZZO SNOB E ARROGANTE!
ULP! LA SORELLA DEL PIVELLO!

In the third story entitled ***THE WINTER PARTY***, **Quacky** is scolded by the college rector for breaking a window and the evening curfew. As a punishment, in addition to an extra test for the whole class, the young Lord will have to help a girl from the female College in her research in the great library of Paperbridge.

Lord Quackett unwillingly waits for the student in front at the entrance of the library discovering with a mixture of amazement and joy that it is **Beth** the sister of **Tommy**. The girl, on the other hand, does not seem to like at all that her assistant is one of the bullies who annoy her brother, but anyway she has to accept the help of **Quacky**. During the days spent together between the two young student the relationship begins to be less tense so that **John** invites **Tommy**'s sister to go with him to the winter party organized by the two college a few days later. At first **Beth** seems interested in the invitation but due to another joke from **Quacky** against **Tommy** the shrewd and determined girl decides to decline the invitation and go to the party with his brother.

Lord Quackett returns to his room and finds another message from the fraternity of the masked where he is ordered to steal a copy of the punitive test, otherwise it will be excluded from the group. **Quacky** decides to carry out the theft and penetrates by forcing the lock into the rector's office, but before he can steal the test the rector returns to the office and **Quacky** is practically forced to let himself fall from the window over a pile of leaves. While he is cleaning up, one of his class mate tells him to go immediately to the party to see in time another joke, organized by the masked, against **Tommy** and his sister. **Quacky** also this time he cannot allow another joke against **Tommy**, but above all against **Beth**, and disguising himself as an aviator again he goes at the party making a daring move to prevent his friend **Bill Bull** from throwing a water balloon at **Tommy** and sister's heads. Quacky is then again forced to run from his brethren while **Beth** her friend **Belle** and **Tommy** also leave the party nauseated by the presence of that group of arrogant and rude young noblemen.

Back in the room **Quacky** finds another message from the masked group inviting him to go to the old "dark side" building at midnight. Reached the place **Lord Quackett** is accompanied to a basement where in a secret classroom the


COSA STATE PER LEGGERE

di Barbara Garufi

COME UN LIBRO APERTO

A PAPERBRIDGE È TEMPO DI... PUNIZIONI, COME QUELLA ASSEGNATA A QUACKY DAL RETTORE DELL'ISTITUTO PER IL SUO COMPORTAMENTO POCO ESEMPLARE. DI CHE COSA SI TRATTERÀ?

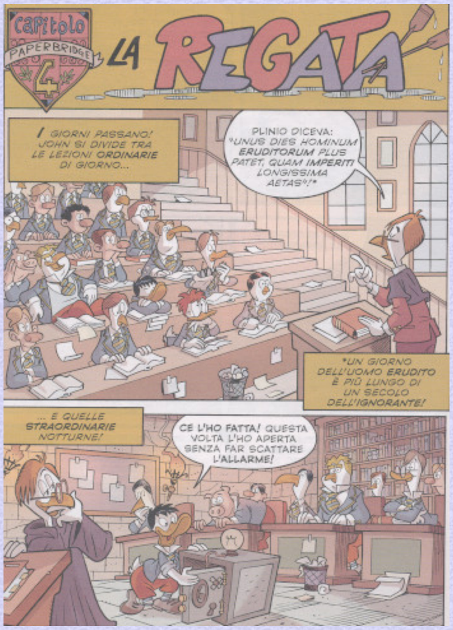
Nella puntata precedente **i Mascherati** hanno deciso di dare una **seconda chance** al timido Tommy, chiamato a superare una prova in un vecchio edificio abbandonato. Ma in realtà è solo il pretesto per fargli uno **scherzo di cattivo gusto.** Il **"lato oscuro"** dei membri della confraternita si manifesta anche nel pub dove lavora **Tommy** dopo le lezioni e dove **Quacky** ha un nuovo battibecco con **Beth.** Sarà per via di questo incontro che Quacky, celando la propria identità, interviene a favore di Tommy mandando a monte lo scherzo?

QUACKY È FINITO SUL "LIBRO NERO" DEL RETTORE, CHE HA DECISO DI PUNIRLO CON UN LAVORO SOCIALMENTE UTILE...

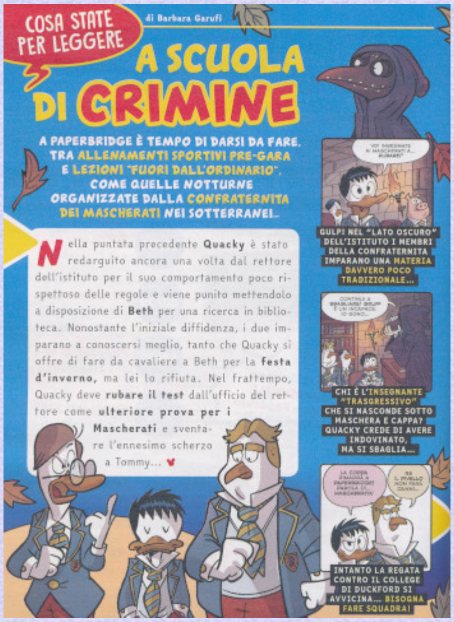
... CIOÈ AIUTARE UNA STUDENTESSA DI NOSTRA CONOSCENZA A FARE UNA RICERCA IN BIBLIOTECA!

ANCORA UNA VOLTA LE STRADE DI QUACKY E BETH SI INCROCIANO... ED È TEMPO DI VOLTARE PAGINA!

mysterious head of the brotherhood, always with his face covered by the mask with the long beak, welcomes him to the school of crime!
The ending of the story therefore offers us a link with the famous school of Krimen shown in the italian comic book TOPOLINO n. 835 and 836 by Guido Martina in the adventure ***PAPERINIK E LA SCUOLA DEL CRIMEN*** (***DUCKS AVENDER AND THE SCHOOL OF KRIMEN***) where it is said that the professor of Latin founder of this school for criminals was an old man who died in prison. It is therefore assumed that the mysterious head of the masked fraternity may be precisely the "**Krimen**", who evidently he was a young professor in the English college of Paperbridge, to whom reference is made in the story of Guido Martina.


Capitolo
PAPERBRIDGE
4
LA REGATA
I GIORNI PASSANO! JOHN SI DIVIDE TRA LE LEZIONI ORDINARIE DI GIORNO...
PLINIO DICEVA: "UNUS DIES HOMINUM ERUDITORUM PLUS PATET, QUAM IMPERITI LONGISSIMA AETAS*!"
*UN GIORNO DELL'UOMO ERUDITO È PIÙ LUNGO DI UN SECOLO DELL'IGNORANTE!
... E QUELLE STRAORDINARIE NOTTURNE!
CE L'HO FATTA! QUESTA VOLTA L'HO APERTA SENZA FAR SCATTARE L'ALLARME!

In the fourth episode titled ***THE REGATTA*** **Quacky** and the group of the masked begin the lessons at the secret school of crime run by the mysterious masked brotherhood leader who soon turns out to be the unsuspected Professor of Latin at Duckbridge College introducing himself to the masked group under the pseudonym of **Krimen**. In the next days **Lord Quackett** splits his time between normal daily lessons and secret nightly lessons on how to steal and crack safes. At that time the usual regatta is being prepared, which involved the team of the College of Duckbridge opposed to that of the College of Duckford, the group of **Quacky** therefore begins training in the canoe among the inevitable problems since in team is also present **Tommy** always a victim of bad jokes. During a lesson, the rector of the College informs the students that a copy of the punitive test has been stolen from his office and thus decides to prepare an even more difficult one.
The same evening at the **Krimen** school the Latin teacher decides to take revenge on the rector and instructs the masked group to steal from his office the cup of the regatta won last year by their college so that the university of **Duckbridge** this time loses at the table. **Quacky** having also promised **Beth** to commit to team up in solidarity with her brother **Tommy** cannot allow the race to be canceled and his College to lose at the table and then decides to disguise himself again as an "aviator" to secure the cup so that it will be not stolen from the member of the masked group . While he is carrying out the theft, however, he is discovered by his brotherhood friends from the Krimen school and is forced to flee but managing to keep the trophy. Unfortunately in the escape **Lord Quackett** loses a button on his jacket and the prof. "**Krimen** " then instructs **Bullet** to search the students' rooms the next day during the race to find out who owns the jacket who is missing the button.
On race day, both **Beth** and her friend cheer for the **Duckbridge** team and despite this losing by a whisker they are both happy with the teamwork done by the boys. **Quacky** 's usual sarcastic joke ultimately ruins the idyllic situation. Meanwhile the arrogant **Bullet** searches the room of **Quacky** and **Tommy** last, discovering that the mysterious traitor of the masked group is the very unsuspected < b>John Quackett !
Gervasio in this fourth episode finally reveals the true identity of prof. “**Krimen** mentioned for the first time in the story of Guido Martina ***PAPERINIK E LA SCUOLA DEL CRIMEN*** (***DUCKS AVENDER AND THE SCHOOL OF KRIMEN***) where many years later, ironically, the last scholars of the Krimen school, which in the meantime had obviously moved to America, will have to deal with **Duck Avenger** heir of **Fantomallard**


COSA STATE PER LEGGERE

di Barbara Garufi

A SCUOLA DI CRIMINE

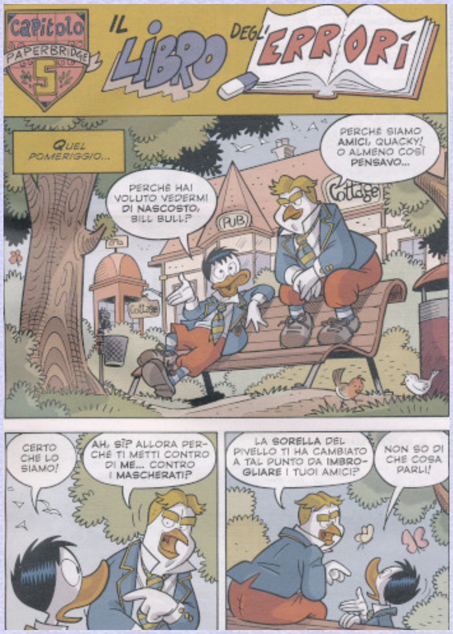
A PAPERBRIDGE È TEMPO DI DARSI DA FARE, TRA ALLENAMENTI SPORTIVI PRE-GARA E LEZIONI "FUORI DALL'ORDINARIO", COME QUELLE NOTTURNE ORGANIZZATE DALLA CONFRATERNITA DEI MASCHERATI NEI SOTTERRANEI...

Nella puntata precedente **Quacky** è stato redarguito ancora una volta dal rettore dell'istituto per il suo comportamento poco rispettoso delle regole e viene punito mettendolo a disposizione di **Beth** per una ricerca in biblioteca. Nonostante l'iniziale diffidenza, i due imparano a conoscersi meglio, tanto che Quacky si offre di fare da cavaliere a Beth per la **festa d'inverno,** ma lei lo rifiuta. Nel frattempo, Quacky deve **rubare il test** dall'ufficio del rettore come **ulteriore prova per i Mascherati** e sventare l'ennesimo scherzo a Tommy...

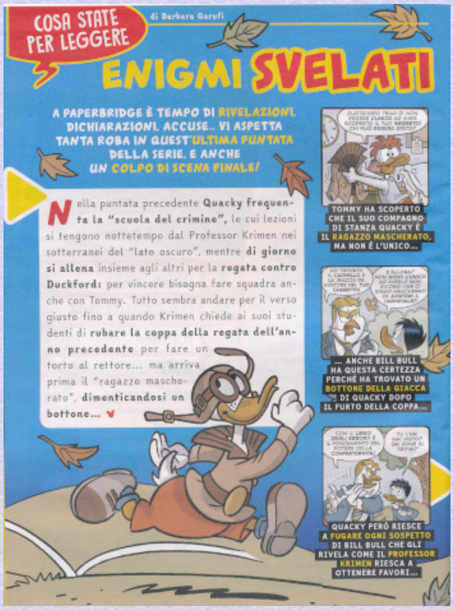
GULP! NEL "LATO OSCURO" DELL'ISTITUTO I MEMBRI DELLA CONFRATERNITA IMPARANO UNA MATERIA DAVVERO POCO TRADIZIONALE...

CHI È L'INSEGNANTE "TRASGRESSIVO" CHE SI NASCONDE SOTTO MASCHERA E CAPPA? QUACKY CREDE DI AVERE INDOVINATO, MA SI SBAGLIA...

INTANTO LA REGATA CONTRO IL COLLEGE DI DUCKFORD SI AVVICINA... BISOGNA FARE SQUADRA!


Capitolo
PAPERBRIDGE
5
IL LIBRO DEGLI ERRORI
QUEL POMERIGGIO...
PERCHÉ SIAMO AMICI, QUACKY! O ALMENO COSÌ PENSAVO...
PERCHÉ HAI VOLUTO VEDERMI DI NASCOSTO, BILL BULL?
PUB
Cottage
CERTO CHE LO SIAMO!
AH, SÌ? ALLORA PERCHÉ TI METTI CONTRO DI ME... CONTRO I MASCHERATI?
LA SORELLA DEL PIVELLO TI HA CAMBIATO A TAL PUNTO DA IMBROGLIARE I TUOI AMICI?
NON SO DI CHE COSA PARLI!

In the fifth episode of the Duckbridge mini-series titled ***THE BOOK OF THE ERRORS*** **Tommy** finally discovers that the mysterious individual disguised in aviator outfits, who has helped him on various occasions, is actually his roommate **Quacky**, between the two then begins a relationship of mutual complicity and friendship.
Lord Quackett must now also convince the rest of the masked group that he is not the masked traitor and in particular his friend **Bill Bull** who discovered the jacket with the missing button in a drawer in his room. **Lord Quackett** then agrees with his friend **Tommy** who, wearing an aviator jacket, intervenes in the garden near the pub while **Quacky** is talking to **Bull** thus exonerating his friend.
Bull convinced of the innocence of **Quacky** confides in him the secret of the power of the brotherhood of the masked and therefore of **Krimen** which consists in the book of errors, a secret diary in which all the violations of the regulation and the unlawful activities that the various professors have committed are reported . With this book, therefore, **Krimen** can blackmail most of the faculty to obtain illicit advantages in favor of the brotherhood. **Quacky** and **Tommy** then decide to steal the book to expose the evil **Krimen** . According to the indications that they managed to discover, the volume should be in the library of the Krimen school in the basement of the old building "the dark side" in a location indicated by the professor with the Latin phrase "*SURSUM CORDA*" Which means "HEARTS ON TOP".
During the night in the secret library, the two discover the


COSA STATE PER LEGGERE

di Barbara Garufi

ENIGMI SVELATI

A PAPERBRIDGE È TEMPO DI RIVELAZIONI, DICHIARAZIONI, ACCUSE... VI ASPETTA TANTA ROBA IN QUEST'ULTIMA PUNTATA DELLA SERIE, E ANCHE UN COLPO DI SCENA FINALE!

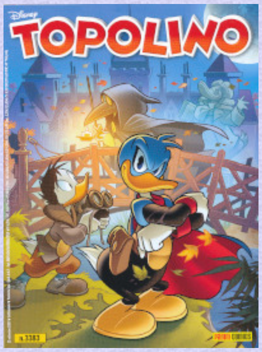
Nella puntata precedente **Quacky frequenta la "scuola del crimine",** le cui lezioni si tengono nottetempo dal Professor Krimen nei sotterranei del "lato oscuro", mentre **di giorno si allena** insieme agli altri per la **regata contro Duckford:** per vincere bisogna fare squadra anche con Tommy. Tutto sembra andare per il verso giusto fino a quando Krimen chiede ai suoi studenti di **rubare la coppa della regata dell'anno precedente** per fare un torto al rettore... ma arriva prima il "ragazzo mascherato", **dimenticandosi un bottone...**

TOMMY HA SCOPERTO CHE IL SUO COMPAGNO DI STANZA QUACKY È IL RAGAZZO MASCHERATO, MA NON È L'UNICO...

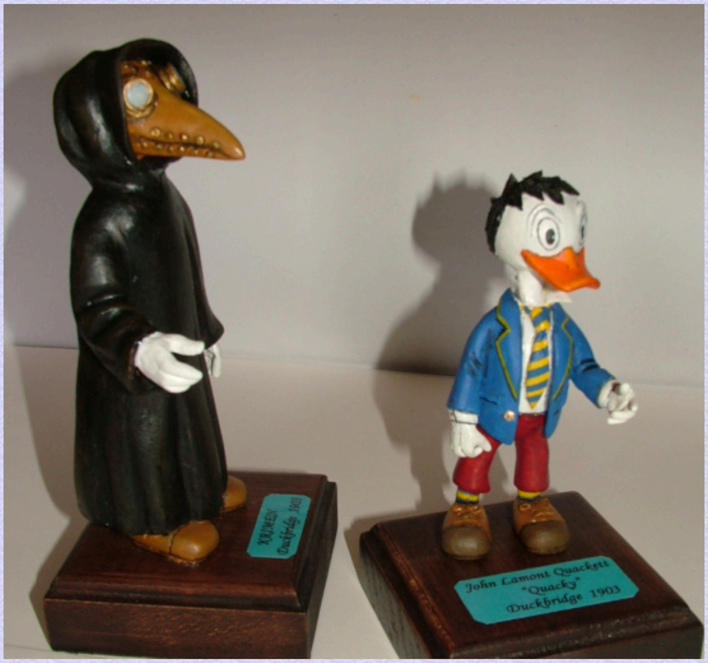
... ANCHE BILL BULL HA QUESTA CERTEZZA PERCHÉ HA TROVATO UN BOTTONE DELLA GIACCA DI QUACKY DOPO IL FURTO DELLA COPPA...

QUACKY PERÒ RIESCE A FUGARE OGNI SOSPETTO DI BILL BULL CHE GLI RIVELA COME IL PROFESSOR KRIMEN RIESCA A OTTENERE FAVORI...

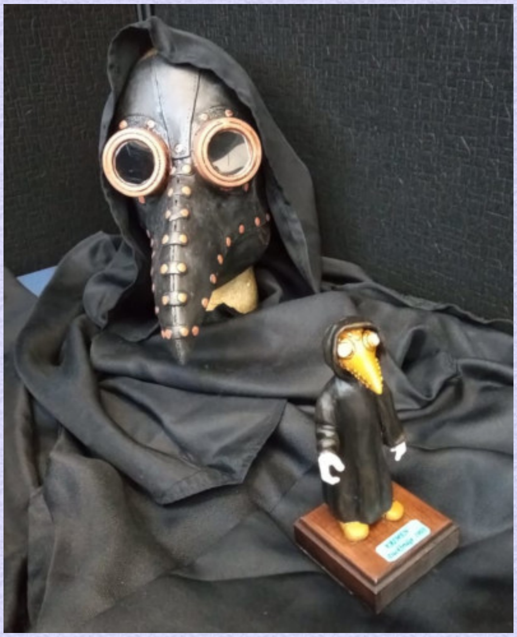
book at the top of the shelf hidden inside the cover of the novel HEART OF DARKNESS, but the error diary seems written with an incomprehensible alphabetical code. **Lord Quackett** then decides to sneak into Professor **Krimen**'s room to look for other writings that could break the code. Taking advantage of the Krimen school's students attending the day after a class wearing masks, **Tommy** will take over from **Quacky** so that he can sneak into < b>Krimen’s room. Unfortunately, the shrewd professor sensed the plan and for the masked lesson he was replaced by another masked student, and after notifying the rector, waits **Quacky** in the room in order to accuse him of breaking into his room to steal the tests. **Lord Quackett** tries to clear himself by showing the rector the book of errors but he succeeds only after having realized that in reality the notebook was written in mirror writing from right to left. The rector then fires **Krimen** who is forced to leave England by moving to America in the state of Calisota where the city of Duckburg is located, where **John**'s family also has possessions.
Quacky also seems to finally make peace with **Beth Tommy's sister** but she remains hesitant about what still seems to be a dark side in the personality of the young noble. The ending of the story proposes a shocking blow to what a young **Flintheart Glomgold** who has just arrived from South Africa in England at the College presents himself as a professor, where evidently also having his family of Scottish origins he still has some interest to manage in the United Kingdom.
The presence of this improbable character who, arriving from South Africa, even manages to pass himself off as a Latin professor in a prestigious English college, makes the end of the story decidedly mythological-legendary, always part of that thread of mythical and surreal narratives about the life of **Fantomallard**..
Also in this story are very interesting the references to the story of Martina ***PAPERINIK AND THE SCHOOL OF KRIMEN*** with the famous phrase SURSUM CORDA and the indication that the criminal professor moved to America in Calisota where he opened a new school of Krimen.



Dedicated to the fifth episode of the mini serie ***DUCKBRIDGE*** the Italian comic book **TOPOLINO n. 3383** shows a beautiful cover by Freccero, dedicated to the young **Lord Quackett** who will become the future **Fantomallard**.

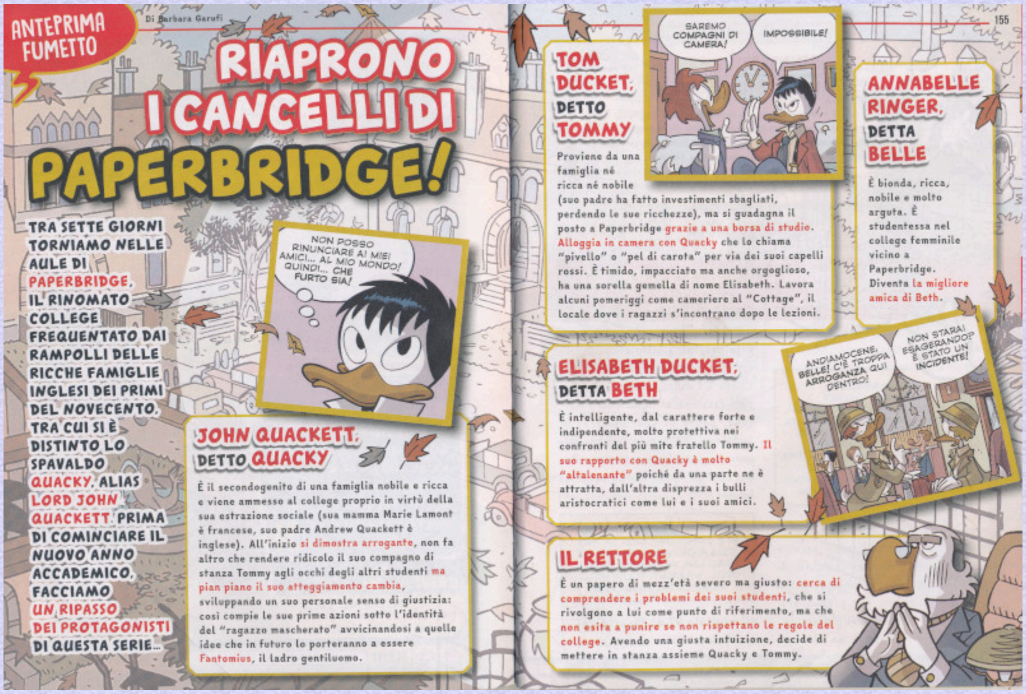


JOHN QUACKETT "QUACKY" E PROF. KRIMEN, DUCKBRIDGE COLLEGE 1903



COSTUME AND MASK OF KRIMEN EXHIBITED AT TORINO COMICS IN 2022

The saga of **DUCKBRIDGE** continue in the august of the 2021 and it is presented by Barbara Garufi on the Italian comic book TOPOLINO n.3430 where the main charcaters of the saga are described. A short interview to Marco Gervasio is also part of the presentation.



NON POSSO RINUNCIARE AI MIEI AMICI... AL MIO MONDO! QUINDI... CHE FURTO SIA!
SAREMO COMPAGNI DI CAMERA!
IMPOSSIBILE!
ANDIAMOCENE, BELLE! C'È TROPPA ARROGANZA QUI DENTRO!
NON STARAI ESAGERANDO? È STATO UN INCIDENTE!

ANTEPRIMA FUMETTO

Di Barbara Garufi

RIAPRONO I CANCELLI DI PAPERBRIDGE!

TRA SETTE GIORNI TORNIAMO NELLE AULE DI PAPERBRIDGE, IL RINOMATO COLLEGE FREQUENTATO DAI RAMPOLLI DELLE RICCHE FAMIGLIE INGLESI DEI PRIMI DEL NOVECENTO, TRA CUI SI È DISTINTO LO SPAVALDO QUACKY, ALIAS LORD JOHN QUACKETT. PRIMA DI COMINCIARE IL NUOVO ANNO ACCADEMICO, FACCIAMO UN RIPASSO DEI PROTAGONISTI DI QUESTA SERIE...

JOHN QUACKETT, DETTO QUACKY

È il secondogenito di una famiglia nobile e ricca e viene ammesso al college proprio in virtù della sua estrazione sociale (sua mamma Marie Lamont è francese, suo padre Andrew Quackett è inglese). All'inizio si dimostra arrogante, non fa altro che rendere ridicolo il suo compagno di stanza Tommy agli occhi degli altri studenti ma pian piano il suo atteggiamento cambia, sviluppando un suo personale senso di giustizia: così compie le sue prime azioni sotto l'identità del "ragazzo mascherato" avvicinandosi a quelle idee che in futuro lo porteranno a essere Fantomius, il ladro gentiluomo.

TOM DUCKET, DETTO TOMMY

Proviene da una famiglia né ricca né nobile (suo padre ha fatto investimenti sbagliati, perdendo le sue ricchezze), ma si guadagna il posto a Paperbridge grazie a una borsa di studio. Alloggia in camera con Quacky che lo chiama "pivello" o "pel di carota" per via dei suoi capelli rossi. È timido, impacciato ma anche orgoglioso, ha una sorella gemella di nome Elisabeth. Lavora alcuni pomeriggi come cameriere al "Cottage", il locale dove i ragazzi s'incontrano dopo le lezioni.

ANNABELLE RINGER, DETTA BELLE

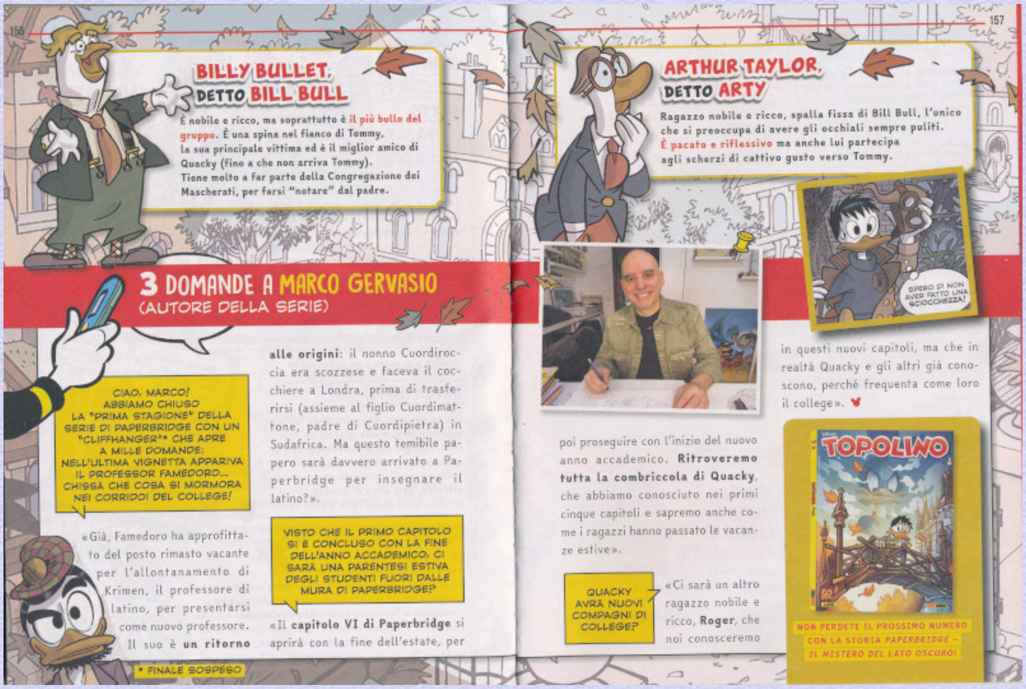
È bionda, ricca, nobile e molto arguta. È studentessa nel college femminile vicino a Paperbridge. Diventa la migliore amica di Beth.

ELISABETH DUCKET, DETTA BETH

È intelligente, dal carattere forte e indipendente, molto protettiva nei confronti del più mite fratello Tommy. Il suo rapporto con Quacky è molto "altalenante" poiché da una parte ne è attratta, dall'altra disprezza i bulli aristocratici come lui e i suoi amici.

IL RETTORE

È un papero di mezz'età severo ma giusto: cerca di comprendere i problemi dei suoi studenti, che si rivolgono a lui come punto di riferimento, ma che non esita a punire se non rispettano le regole del college. Avendo una giusta intuizione, decide di mettere in stanza assieme Quacky e Tommy.



BILLY BULLET, DETTO BILL BULL

È nobile e ricco, ma soprattutto è il più bullo del gruppo. È una spina nel fianco di Tommy, la sua principale vittima ed è il miglior amico di Quacky (fino a che non arriva Tommy). Tiene molto a far parte della Congregazione dei Mascherati, per farsi "notare" dal padre.

3 DOMANDE A MARCO GERVASIO
(AUTORE DELLA SERIE)

CIAO, MARCO! ABBIAMO CHIUSO LA "PRIMA STAGIONE" DELLA SERIE DI PAPERBRIDGE CON UN "CLIFFHANGER"* CHE APRE A MILLE DOMANDE: NELL'ULTIMA VIGNETTA APPARIVA IL PROFESSOR FAMEDORO... CHISSÀ CHE COSA SI MORMORA NEI CORRIDOI DEL COLLEGE!

«Già, Famedoro ha approfittato del posto rimasto vacante per l'allontanamento di Krimen, il professore di latino, per presentarsi come nuovo professore. Il suo è **un ritorno alle origini**: il nonno Cuordiroccia era scozzese e faceva il cocchiere a Londra, prima di trasferirsi (assieme al figlio Cuordimattone, padre di Cuordipietra) in Sudafrica. Ma questo temibile papero sarà davvero arrivato a Paperbridge per insegnare il latino?».

VISTO CHE IL PRIMO CAPITOLO SI È CONCLUSO CON LA FINE DELL'ANNO ACCADEMICO, CI SARÀ UNA PARENTESI ESTIVA DEGLI STUDENTI FUORI DALLE MURA DI PAPERBRIDGE?

«Il **capitolo VI di Paperbridge** si aprirà con la fine dell'estate, per poi proseguire con l'inizio del nuovo anno accademico. **Ritroveremo tutta la combriccola di Quacky**, che abbiamo conosciuto nei primi cinque capitoli e sapremo anche come i ragazzi hanno passato le vacanze estive».

QUACKY AVRÀ NUOVI COMPAGNI DI COLLEGE?

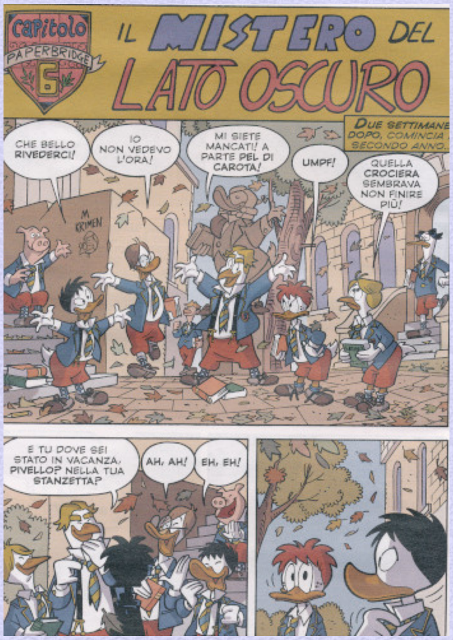
«Ci sarà un altro ragazzo nobile e ricco, **Roger**, che noi conosceremo in questi nuovi capitoli, ma che in realtà Quacky e gli altri già conoscono, perché frequenta come loro il college».

* FINALE SOSPESO

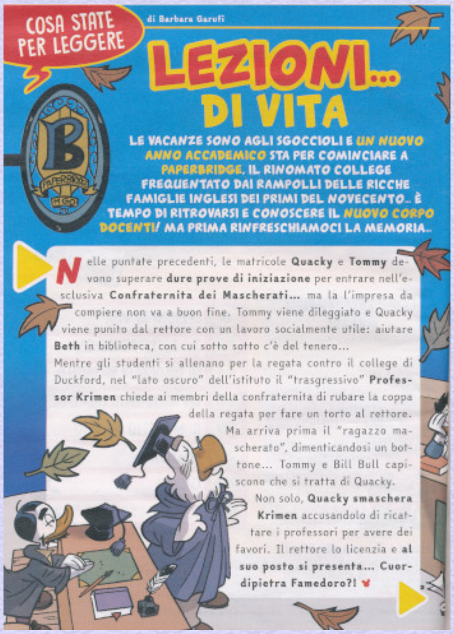
ARTHUR TAYLOR, DETTO ARTY

Ragazzo nobile e ricco, spalla fissa di Bill Bull, l'unico che si preoccupa di avere gli occhiali sempre puliti. È pacato e riflessivo ma anche lui partecipa agli scherzi di cattivo gusto verso Tommy.

NON PERDETE IL PROSSIMO NUMERO CON LA STORIA *PAPERBRIDGE – IL MISTERO DEL LATO OSCURO!*


CAPITOLO
PAPERBRIDGE
6
IL MISTERO DEL LATO OSCURO
DUE SETTIMANE DOPO, COMINCIA IL SECONDO ANNO...
CHE BELLO RIVEDERCI!
IO NON VEDEVO L'ORA!
MI SIETE MANCATI! A PARTE PEL DI CAROTA!
UMPF!
QUELLA CROCIERA SEMBRAVA NON FINIRE PIÙ!
M. KRIMEN
E TU DOVE SEI STATO IN VACANZA, PIVELLO? NELLA TUA STANZETTA?
AH, AH!
EH, EH!

In the sixth chapter of **DUCKBRIDGE** entitled **THE MYSTERY OF THE DARK SIDE John Quackett** "**Quacky**" and companions begin the new year with a new mystery as during the summer break someone says they have glimpsed a mysterious figure wandering around the old college building where **Krimen** held his lessons for the secret brotherhood. Another important novelty is the new Latin teacher who has replaced **Krimen**. It is **Flintheart Glomgold** from South Africa, albeit of Scottish origins.
The presence of this improbable character who, arriving from South Africa, even manages to pass himself off as a Latin professor in a prestigious English college, makes the story decidedly mythological-legendary, always part of that thread of mythical and surreal narratives about the life of < b>Fantomallard. The new professor immediately seems suspicious as he is not well prepared in the subject and strangely interested in one of the students such **Roger Barkserville**.
Another interesting novelty is the presence at the lessons of the students of the nearby women's college as it is not accessible for restorations. **Quacky** then meets **Beth** again, even if the two have the usual conflicting relationship of sympathy and antipathy aggravated by the fact that **Roger Barkserville** is interested to **Beth** and openly woo her. A few days later the group of friends decide to do a "test of courage" and go at night to the mathematical bridge that leads to the entrance to the "dark side" of the old college building. Suddenly **Belle**, the sister of **Tommy** says she glimpsed a gloomy figure with a long beak looking out at the door to the "dark side". **Quackett** immediately thinks of the disguise used by **Krimen** when he was head of the congregation of the masked and bravely decides to enter the old building.
Once inside, explore the various rooms by going even in the secret underground classroom where **Krimen** held his lessons without discovering anyone. Convinced that **Belle**'s vision was only due to the suggestion **Quacky** returns to his friends ... but a shady figure in the shadows is watching him!



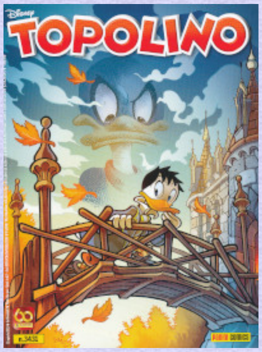
COSA STATE PER LEGGERE

di Barbara Garufi

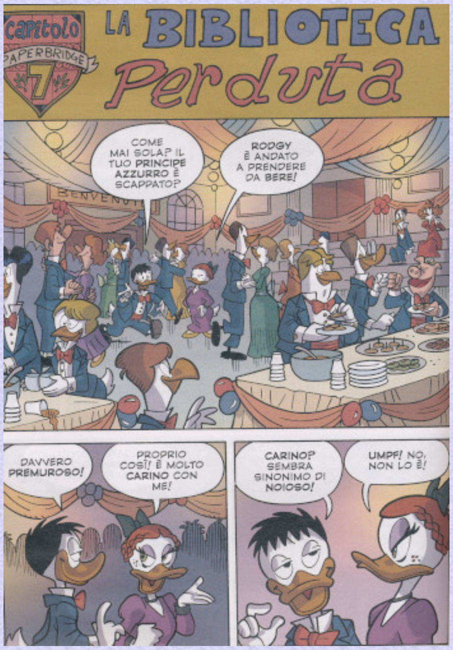
LEZIONI... DI VITA

LE VACANZE SONO AGLI SGOCCIOLI E UN NUOVO ANNO ACCADEMICO STA PER COMINCIARE A PAPERBRIDGE, IL RINOMATO COLLEGE FREQUENTATO DAI RAMPOLLI DELLE RICCHE FAMIGLIE INGLESI DEI PRIMI DEL *NOVECENTO*... È TEMPO DI RITROVARSI E CONOSCERE IL *NUOVO CORPO DOCENTI!* MA PRIMA RINFRESCHIAMOCI LA MEMORIA...

Nelle puntate precedenti, le matricole **Quacky** e **Tommy** devono superare **dure prove di iniziazione** per entrare nell'esclusiva **Confraternita dei Mascherati...** ma la l'impresa da compiere non va a buon fine. Tommy viene dileggiato e Quacky viene punito dal rettore con un lavoro socialmente utile: aiutare **Beth** in biblioteca, con cui sotto sotto c'è del tenero...
Mentre gli studenti si allenano per la regata contro il college di Duckford, nel "lato oscuro" dell'istituto il "trasgressivo" **Professor Krimen** chiede ai membri della confraternita di rubare la coppa della regata per fare un torto al rettore. Ma arriva prima il "ragazzo mascherato", dimenticandosi un bottone... Tommy e Bill Bull capiscono che si tratta di Quacky. Non solo, **Quacky smaschera Krimen** accusandolo di ricattare i professori per avere dei favori. Il rettore lo licenzia e **al suo posto si presenta... Cuordipietra Famedoro?!**



The sixth adventure of **DUCKBRIDGE** was published in Italy in the comic book TOPOLINO n.3431 with a splendid cover dedicated to the young **John Quackett** the future **Fantomallard**.


Capitolo
PAPERBRIDGE
7
LA BIBLIOTECA Perduta
COME MAI SOLA? IL TUO PRINCIPE AZZURRO È SCAPPATO?
RODGY È ANDATO A PRENDERE DA BERE!
BENVENUTI
DAVVERO PREMUROSO!
PROPRIO COSÌ! È MOLTO CARINO CON ME!
CARINO? SEMBRA SINONIMO DI NOIOSO!
UMPF! NO, NON LO È!

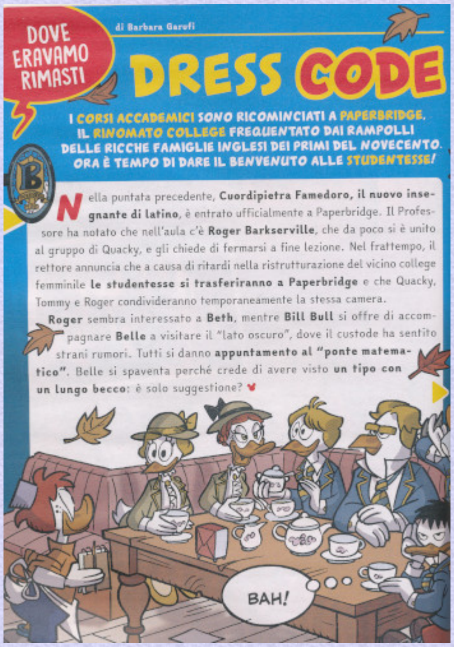
The seventh episode of **DUCKBRIDGE** entitled **THE LOST LIBRARY** continues the legendary and improbable narration about the presence of **Glomgold** in Duckbridge. The adventure begins with **Quacky**, **Roger** and **Tommy** preparing to go to the welcome party for the female students of the nearby College. **Quackett** unenthusiastic about the event, but mostly annoyed to see **Roger** wooing **Beth**, arrives late to the party with his friends **Arty** and **Bull**. Due to his jealousy of **Roger**, **Quacky** immediately quarrels with **Beth** and **Tommy** and decides to leave party. Surprised by the rain, he runs to take shelter inside the dark side (the old College building) and hearing suspicious noises he goes down to the old secret classroom where **Krimen** was giving lessons for the brotherhood of masquerades.

In the classroom **Quackett** glimpses a light coming from a secret passage behind a wall and discovers that a guy dressed in a "plague mask" is looking for a mysterious book in what appears to be the legendary lost library of Duckbridge. After finding the book, the mysterious masked leaves the library closing the secret passage without noticing the presence of **Quackett** who remains stuck inside this secret room with no possibility of reopening the passage from inside. Luckily **Tommy** had followed him after the fight and seeing the mysterious masked come out of the dark side, he too went down to the old classroom and managed to free **Quackett**. The two then wonder who could be the mysterious new masquerade and among the volumes scattered on the ground they notice one about the history of the brotherhood of masquerades where on a page there is the image of the two founding members such **Hugo Barkserville** and **Ironheart Glomgold** evidently related to their classmate **Roger Barkserville** and the new Latin professor **Flintheart Glomgold**.

The day after the two inform the rest of the group of the discovery and again notice the strange behavior of **Glomgold** who increasingly looks like a fake Latin teacher and who also shares some "secret affair" with **Roger**. **Quacky** and **Tommy** then decide to solve the mystery and the following night they stationed at the entrance to the dark side to try to surprise the new masquerade. After a long wait, a masked figure appears who, however, turns out to be their friend **Bull** followed by another masked one who turns out to be **Roger**. The two then say that the brotherhood is active again with a new master **Flintheart Glomgold** who for now has recruited **Bull** as the son of a previous leader of the brotherhood and **Roger** as great-grandson of one of the two founders of the masked fraternity.

The next day at the cottage pub the group of friends receives the news that **Roger**'s father has invited for the weekend all of them and the "professor" **Glomgold** at his Barkserville Hall residence for his son's birthday. The whole group of friends is enthusiastic about the invitation except **Quackett** who decides to stay at the College to investigate about **Flintheart Glomgold** taking advantage of his absence.

In this story besides the misterious lost library of Duckbridge, Gevasio shows also the image of **Flintheart Glomgold**'s grand grandfather named **Ironheart Glomgold** while the Italian artist Marco Rota on his adventure **THE GLOMGOLD HERITAGE** published in Danish in 2015 shows other relatives of **Flintheart Glomgold** his grahdfather **Stoneheart Glomgold** and his father **Brickheart Glomgold**.


DOVE ERAVAMO RIMASTI
BAH!

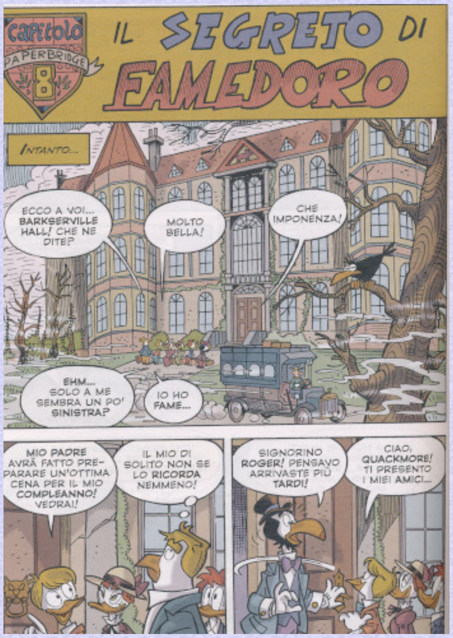
di Barbara Garofi

DRESS CODE

I CORSI ACCADEMICI SONO RICOMINCIATI A PAPERBRIDGE, IL RINOMATO COLLEGE FREQUENTATO DAI RAMPOLLI DELLE RICCHE FAMIGLIE INGLESI DEI PRIMI DEL NOVECENTO. ORA È TEMPO DI DARE IL BENVENUTO ALLE STUDENTESSE!

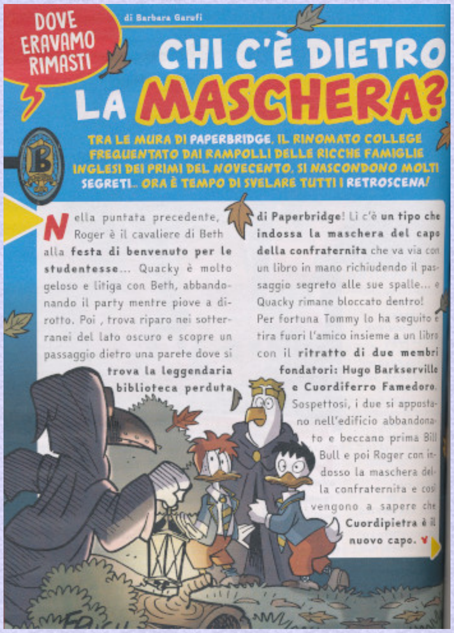
Nella puntata precedente, **Cuordipietra Famedoro, il nuovo insegnante di latino**, è entrato ufficialmente a Paperbridge. Il Professore ha notato che nell'aula c'è **Roger Barkserville**, che da poco si è unito al gruppo di Quacky, e gli chiede di fermarsi a fine lezione. Nel frattempo, il rettore annuncia che a causa di ritardi nella ristrutturazione del vicino college femminile **le studentesse si trasferiranno a Paperbridge** e che Quacky, Tommy e Roger condivideranno temporaneamente la stessa camera.

Roger sembra interessato a **Beth**, mentre **Bill Bull** si offre di accompagnare **Belle** a visitare il "lato oscuro", dove il custode ha sentito strani rumori. Tutti si danno **appuntamento al "ponte matematico"**. Belle si spaventa perché crede di avere visto **un tipo con un lungo becco**: è solo suggestione?


Capitolo
PAPERBRIDGE
8
IL SEGRETO DI FAMEDORO
INTANTO...
ECCO A VOI... BARKSERVILLE HALL! CHE NE DITE?
MOLTO BELLA!
CHE IMPONENZA!
EHM... SOLO A ME SEMBRA UN PO' SINISTRA?
IO HO FAME...
MIO PADRE AVRÀ FATTO PREPARARE UN'OTTIMA CENA PER IL MIO COMPLEANNO! VEDRAI!
IL MIO DI SOLITO NON SE LO RICORDA NEMMENO!
SIGNORINO ROGER! PENSAVO ARRIVASTE PIÙ TARDI!
CIAO, QUACKMORE! TI PRESENTO I MIEI AMICI...

The eighth episode of **DUCKBRIDGE** entitled **THE SECRET OF GLOMGOLD** continues the legendary and improbable narration about the presence of **Glomgold** in Duckbridge. The adventure begins with the group of friends who, together with the fake professor **Flintheart Glomgold** , go to the estate of **Roger Barkserville**'s father while **Quackett** who remained at the College sneaks into **Glomgold**'s office. Checking in the drawers of the fake professor's desk, **Quacky** discovers a letter from **Ironheart Glomgold** ancestor of in which he talks about a treasure hidden by **Hugo Barkserville** (**Roger**'s ancestor) in a secret place in the family villa located in the Duckmoore land which is reported to be protected by a "hellish beast". The indication of the treasure was then drawn by **Hugo** on a map hidden inside a book in the Duckbridge library.

Quackett realizes that the mysterious masquerade discovered days before while he was looking for a book in the lost library, he was none other than **Glomgold** in search of the treasure map and it is therefore for this reason that even the fake professor decided to go with the students to Barkserville Hall. In the meantime, the group of friends arrived at the villa of **Roger**'s father, decide before dinner to explore the foggy moor regardless of the legend of the " hellish beast" that wanders in those lands, unfortunately shortly afterwards with the thickening of the fog, the group gets lost in the desolate and mysterious land. In the meantime, **Quackett** has also decided to join his friends in Duckmoore by taking the next train and then being accompanied by car to Barkserville Hall by a certain **Topleton** a family friend of the **Barkserville**. Here the young student surprises the fake professor **Glomgold** with the


DOVE ERAVAMO RIMASTI

di Barbara Garufi

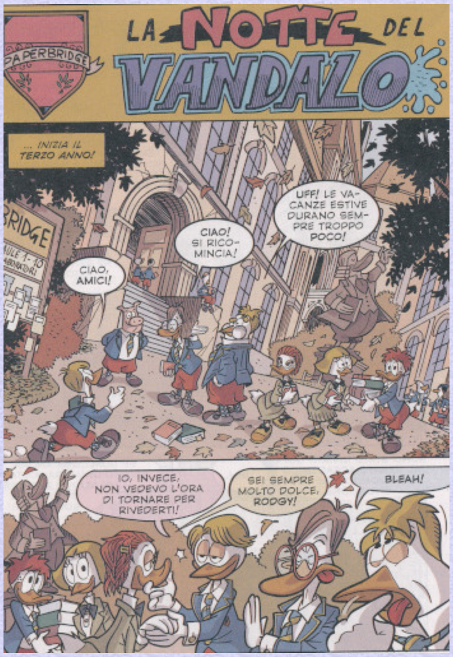
CHI C'È DIETRO LA MASCHERA?

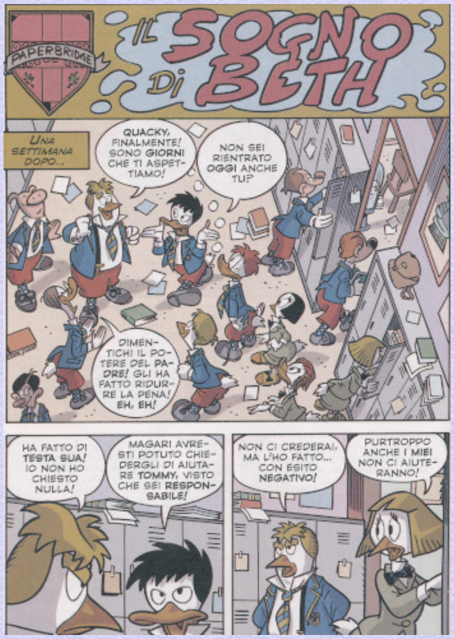
TRA LE MURA DI PAPERBRIDGE, IL RINOMATO COLLEGE FREQUENTATO DAI RAMPOLLI DELLE RICCHE FAMIGLIE INGLESI DEI PRIMI DEL NOVECENTO, SI NASCONDONO MOLTI SEGRETI... ORA È TEMPO DI SVELARE TUTTI I RETROSCENA!

Nella puntata precedente, Roger è il cavaliere di Beth alla **festa di benvenuto per le studentesse**... Quacky è molto geloso e litiga con Beth, abbandonando il party mentre piove a dirotto. Poi , trova riparo nei sotterranei del lato oscuro e scopre un passaggio dietro una parete dove si **trova la leggendaria biblioteca perduta di Paperbridge!** Lì c'è **un tipo che indossa la maschera del capo della confraternita** che va via con un libro in mano richiudendo il passaggio segreto alle sue spalle... e Quacky rimane bloccato dentro! Per fortuna Tommy lo ha seguito e tira fuori l'amico insieme a un libro con il **ritratto di due membri fondatori: Hugo Barkserville e Cuordiferro Famedoro**. Sospettosi, i due si appostano nell'edificio abbandonato e beccano prima Bill Bull e poi Roger con indosso la maschera della confraternita e così vengono a sapere che **Cuordipietra è il nuovo capo.**

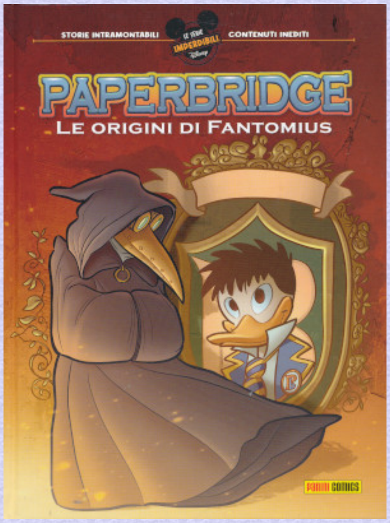
treasure map and informing him that his cheat and his true intentions have been discovered, then with a clever move he takes the map from **Glomgold**'s pocket and runs to look for his friends on the moor. While wandering in the Duckmoore moor **Quacket** hears a frightening howl and sees a huge dog footprint in the ground, although frightened the young man continues the search for his friends whom he fortunately finds shortly after. Suddenly, however, **Glomgold** also appears, who in an attempt to recover the map stolen by **Quackett** ends up in a swamp, permanently losing the map and getting stuck in the mud, the group of students returns then towards home amidst the threats of revenge of the perfidious **Flintheart Glomgold** . Once in Barkserville Hall **Quacky**, taking advantage of a moment in which he is alone with **Beth**, declares his love to her which, even if reciprocated, the young woman makes him understand that can there ever be a lasting history and a future together. Meanwhile, not far away in a house on the edge of the moor **Topleton** it turns out to be actually a mean individual who with some tricks feeds the legend of the terrible hound to make the **Barkserville** family escape from Duckmoore and have free rein to search in their their villa for the mysterious treasure.
Interesting in this story is the reference to the famous novel *The Hound Of The Baskervilles*) by Arthur Conan Doyle which stars was the detective **Sherlock Holmes** and the surprise ending with the criminal **Topleton** whose intentions are linked to the tenth episode of the **Fantomallard** saga **IL BOTTINO DEI BARKSERVILLE** (**THE BARKSERVILLE LOOT**) relating precisely to the story of the treasure and the fake hound.

The ninth and tenth adventure of the **DUCKBRIDGE** saga entitled **THE NIGHT OF THE VANDAL** and **THE DREAM OF BETH**, published on Italian comic book **TOPOLINO** n. 3489 begin with the third year of college and with the arrival of a new student **Brenda**. The new year begins with the art course where **Beth** proves to have remarkable skills as an artist so much so that the professor intends to show one of the paintings made by the young artist to **Gustav Tilt** director of the Academy of Fine Arts in Vienna who could award **Beth** a scholarship to continue her artistic career in Vienna. During the night a strange fact happens at the College, the statue of **Lord Quackeron** who was the founder of the College is vandalized with red paint and by an unfortunate coincidence **Tommy**, the brother of **Beth**, is accused of the act. Unfortunately, the situation deteriorates further when even the art course room is found vandalized with the **Beth**'s painting irremediably ruined. After a quarrel between **Tommy** and **Bill Bullet** the two are brought to the rector and the inspector of the Academic Senate in charge of monitoring the situation at **Duckbridge** after the deplorable events which occurred in the previous two years. The two are suspended for a week but the Academic Inspector, considering **Tommy** also responsible for the vandalism on the statue of **Lord Quackeron**, revokes his scholarship. The student from a not particularly well-to-do family will therefore be forced to leave the College. After learning of the unjust punishment, **Quacky** bullies into the rector's office and expresses his disappointment, with the result that he also is being suspended for a week. Back home **John Quacket** has a discussion with his father about the importance of certain social values and the injustices to which the people of the lower social class are often subjected. Back at the College, the group of friends try to find the real culprit of the vandalism but for a sort of prejudice **Brenda**, the newcomer, is unjustly blamed. Meanwhile **Quacky** secretly works in the evenings at the Cottage pub to try to secretly pay the fee to poor **Tommy** and convinces the owner of the pub to have one of the walls of the pub decorated by **Beth** so that she can best express her artistic passion. who learned of the praiseworthy initiatives of **Quacky** decides to make peace with the young noble and between the two finally blossoms that feeling that had been withheld by misunderstandings and social distances. The next day while a small group of students is gathered in the courtyard of the College **John Quackett** accuses **Roger** to be the perpetrator of the vandalism because he wanted to stop **Beth**, with whom he is in love, to show his painting to the director of the Academy of Vienna and to deflect suspicions and create confusion after soiling the painting he also vandalized the statue of the founder of **Duckbridge**. Cornered also due to a false declaration of where he spent the night in which the vandal act happened. **Roger** is thus forced to confess, definitively rehabilitating **Tommy**. That same afternoon, while the students are at the Pub, the famous **Gustav Tilt** arrives, invited by the art professor, to have a look to the **Beth**'s mural. He is enthusiastic of the work and immediately offered her a scholarship at his Academy in Vienna. **Beth** is finally fulfilling her dream even though she is very sad to have to leave **Quacky**. The evening before departure, the two then meet for a last moving goodbye.


PAPERBRIDGE
LA NOTTE DEL VANDALO
... INIZIA IL TERZO ANNO!
UFF! LE VACANZE ESTIVE DURANO SEMPRE TROPPO POCO!
CIAO! SI RICOMINCIA!
CIAO, AMICI!
IO, INVECE, NON VEDEVO L'ORA DI TORNARE PER RIVEDERTI!
SEI SEMPRE MOLTO DOLCE, RODGY!
BLEAH!


PAPERBRIDGE
IL SOGNO DI BETH
UNA SETTIMANA DOPO...
QUACKY, FINALMENTE! SONO GIORNI CHE TI ASPETTIAMO!
NON SEI RIENTRATO OGGI ANCHE TU?
DIMENTICHI IL POTERE DEL PADRE! GLI HA FATTO RIDURRE LA PENA! EH, EH!
HA FATTO DI TESTA SUA! IO NON HO CHIESTO NULLA!
MAGARI AVRESTI POTUTO CHIEDERGLI DI AIUTARE TOMMY, VISTO CHE SEI RESPONSABILE!
NON CI CREDERAI, MA L'HO FATTO... CON ESITO NEGATIVO!
PURTROPPO ANCHE I MIEI NON CI AIUTERANNO!

In May 2023 is published the comic book of the serie **LE STORIE IMPERDIBILI DISNEY**. This first issue reprints the first five adventure of the mini-saga Duckbridge. This beautiful album also inclused some explicative pages by Marco Gervasio and a couple of introductive pages by Alex Bertani and Alessandro Sisti.


STORIE INTRAMONTABILI
LE STORIE IMPERDIBILI
CONTENUTI INEDITI
PAPERBRIDGE
LE ORIGINI DI FANTOMIUS
PANINI COMICS

PAPERBRIDGE
TOMMY
BETH
JOHN QUACKETT
BILL BULL
DUNQUE ROGER B

COME SI CAMBIA: AMICIZIE, AMORI, CONSAPEVOLEZZE...

The second comic book of the serie **LE STORIE IMPERDIBILI DISNEY** is published in August 2023. This volume reprints the other five stories of the mini-saga Duckbridge. This beautiful album also inclused some explicative pages by Marco Gervasio and a couple of introductive pages by Jacopo Iovannitti.

STORIE INTRAMONTABILI
LE STORIE IMPERDIBILI
CONTENUTI INEDITI
PAPERBRIDGE
LE ORIGINI DI FANTOMIUS
PANINI COMICS

PAPERBRIDGE

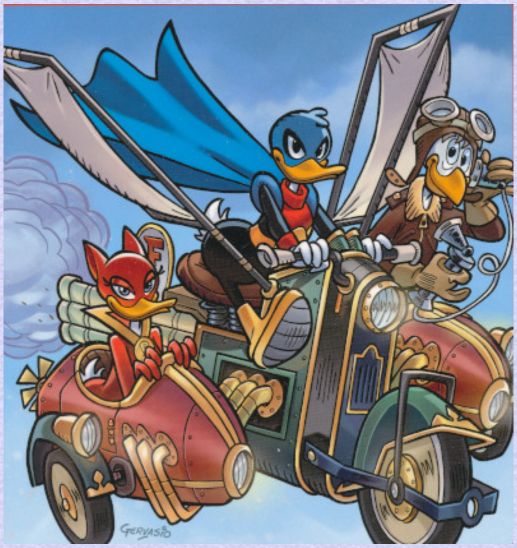
ISPIRAZIONI E ASPIRAZIONI DI UNA COPERTINA

di Marco Gervasio

GROS PLAN
La jeunesse de Fantomius
"Canebridge"
VLAN
L'HISTOIRE
Mais qui est-il vraiment?
Fantomius à la fac
L'AUTEUR
CANEBRIDGE

The adventures of **DUCKBRIDGE** have been also published in France on the comic book MICKEY PARADE GEANT starting from the n.384 in the October 2021. In France the saga has been traslated as **CANEBRIDGE**.

TOP



Donald Fauntleroy Duck

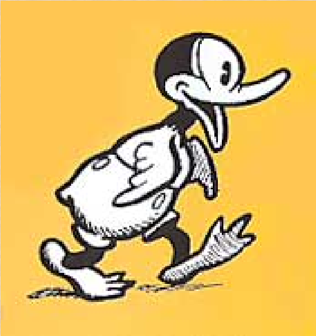
Story of a character

Fonts: *This page is created taking reference from various **Donald Duck** stories and by consulting the books: **DONALD DUCK 50 YEARS OF HAPPY FRUSTATION** Three Duck Edition 1984, **I CLASSICI DEL FUMETTO: PAPERINO** Biblioteca Universale Rizzoli 2000, **IL MEGLIO DI PAPERINO** Disney libri 1999. Other additional information comes from these interesting websites: Life and times in Duckburg , Who's who in Ducburg by Sigvald Grosfjeld Jr. and Calisota by Gilles Maurice.*

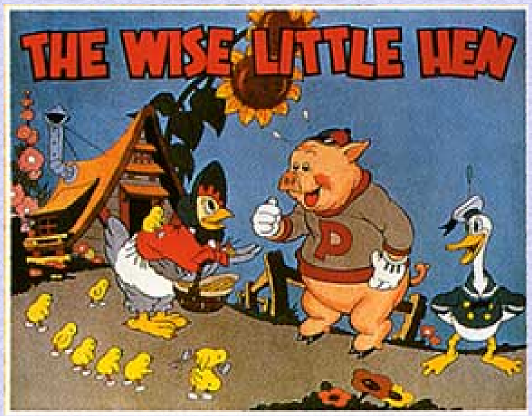
DUCK AVENGER is no other than Donald Duck, probably the most famous Disney character (maybe even more than Mickey Mouse), for sure the most human and the most loved both by adult and young readers. We can see in this page a short summary of his story as an element in the contest of Disney production, and as a character of an hypothetic comic reality.

Donald Duck the Disney myth

It seems that the first prototype of the most successful and popular Disney character appeared in the Disney story book ***THE ADVENTURES OF MICKEY MOUSE*** published in 1931 by David McKay. This book is interesting because it mentions some of **Mickey**'s friends in the old barn and barnyard. One of them is **Donald Duck**, a nice young duck with a not much of an antropomorphical aspect drawn with the typical Disney style of the black and white characters of the 30s.

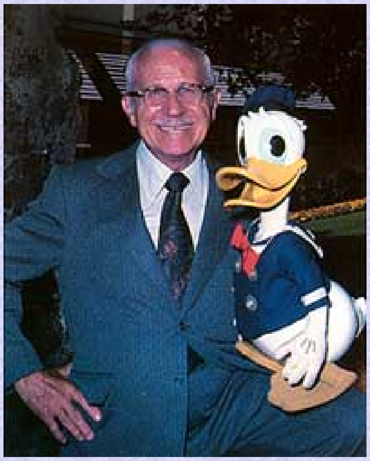


First Donald "prototype"



The official appearance of **Donald Duck** (full name **Donald Fauntleroy Duck**) is in June 1934 in the film ***THE WISE LITTLE HEN*** Disney 45th ***SILLY SYMPHONIES***, where a small angry and funny duck, animated and drawn by Art Babbitt and Dick Huemer, was one of the characters.

For some time Disney wanted a new character other than **Mickey**, maybe aquick-tempered and tiresome person and he wanted to utilize a duck or a goose.
Disney chose the first animal after hearing the voice of Clarence Nash, who was the inspiration for the personality to give to this new hero.

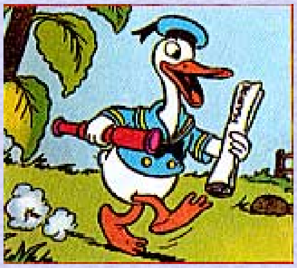


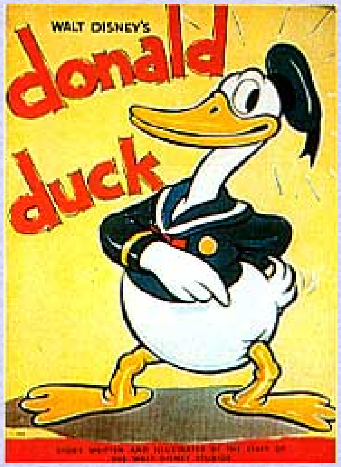
Clarence Nash,
Donald Duck's voice

Donald was revolutionary both for the drawing and for the personality, all the other characters were much easier to create but they had a less expressive possibility. With **Donald** the producers had in their hands a real actor with a great versatility.
During the 30s several succesful movies were created and in the following years, in the smart hands of Jack Kinney e Jack Hannah, **Donald** reached his definite success in some unforgettable movies.

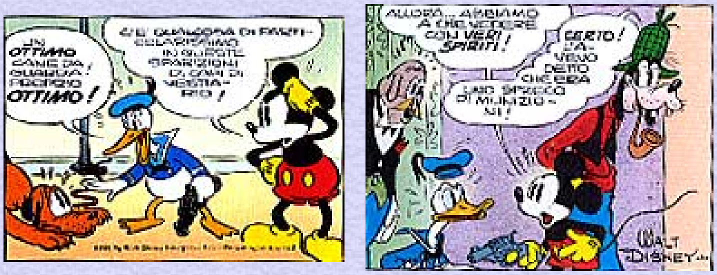
Not so bad for a character which in the Disney fantasy was born on Friday the 13th of March 1934 (imaginary date because the 13th of March 1934 was not a Friday but a less "superstitious" Tuesday).

In the same time as his appearance on the big screen, **Donald** started to be utilized in the comics as well with the first album published in 1935 ***THE WISE LITTLE HEN*** (printed version of the famous movie) and the first book dedicated to ***DONALD DUCK*** where he is the protagonist of a short story together with **Mickey Mouse**'s nephews.




WALT DISNEY'S
donald duck

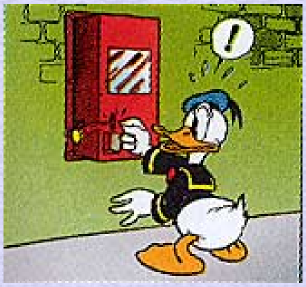
Donald was pretty soon used by Floyd Gottfredson and his staff as a sidekick to animate the stories of **Mickey** and **Goofy** in the Sunday and daily comic strips.


UN OTTIMO CANE DA GUARDIA! PROPRIO OTTIMO!
C'E' QUALCOSA DI PARTI-COLARISSIMO IN QUESTE SPARIZIONI DI CAPI DI VESTIA-RIO!
ALLORA... ABBIAMO A CHE VEDERE CON VERI SPIRITI!
CERTO! L'A-VEVO DETTO CHE ERA UNO SPRECO DI MUNIZIO-NI!
WALT DISNEY

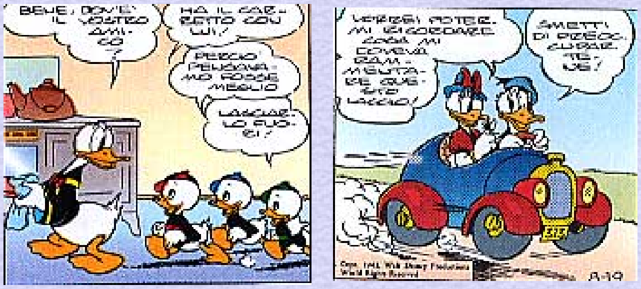
Donald, Mickey, Goofy and Pluto by Floyd Gottfredson

Famous are the police-style adventures such as ***THE CASE OF THE VANISHING COATS*** 1935, ***MICKEY MOUSE RUNS HIS OWN NEWS PAPER EDIT-IN-GRIFF*** 1935 and particularly ***MICKEY MOUSE AND THE SEVEN GHOST*** 1936.

In 1937 Floyd Gottfredson commisioned Al Taliaferro to create a series of daily strips completely dedicated to **Donald**. Taliaferro adjusted the character's aspect to the definitive version of the animated one (short and large beak, "normal" height big head and eyes, more antropomorphical aspect). He decided together with the Disney management to not utilize the character for long adventurous stories, but only in short and funny gags.

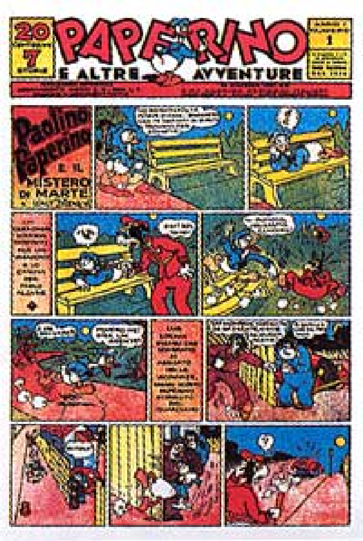


Al Taliaferro

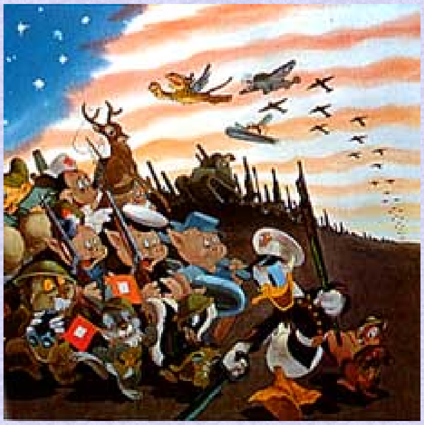

BENE, DOV'E' IL VOSTRO AMICO?
HA IL CARRETTO CON LUI!
PERCIO' PENSAVAMO FOSSE MEGLIO
LASCIARLO FUORI!
VORREI POTER... MI RICORDARE COSA MI DOVEVA RAMMENTARE QUESTO LACCIO!
SMETTI DI PREOCCUPARTENE!
313

Donald, Daisy and nephews by Al Taliaferro

In those years (taking reference from the nephewes of the ***HAPPY HOOLIGAN*** of Frederick Burr Opper) were introduced **Huey, Dewey,** and **Louie** 1937 the **Donald**'s nephewes and subsequentelly other important characters as **Daisy Duck** 1940 and **Grandma Duck** 1943 whitout to forget the famous 313 **Donald**'s small car.

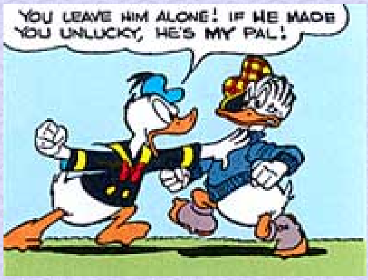

20
7
PAPERINO
E ALTRE AVVENTURE
Paolino Paperino e il Mistero di Marte

While in the United States nobody had yet used **Donald** as the protagonist of long and adventurous stories, in Italy he was placed in this more important role by Federico Pedrocchi, who was the director of the weekly Disney comic journal ***TOPOLINO***.
In fact, at the end of 1937 the Italian weekly journal ***PAPERINO*** published the first famous long story ***PAOLINO PAPERINO E IL MISTERO DI MARTE*** (***DONAL DUCK AND THE MARS MYSTERY***).
In Italy one of the most important Disney schools in the world was founded which produced some of the most beautiful stories about **Donald** even written, and which were republished in many other countries.

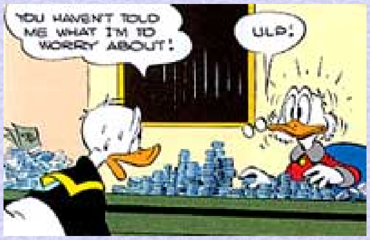


During WWII, while in Italy the comic production was interrupted (also Pedrocchi died during an aircraft-gun fire against the train which carried him every day from his town to Milan), in the United States **Donald** other than appearing in the comics is the protagonist and testimonial of several movies against the nazist regime (winner of several Academy Awards), and of some important campaigns for the United States government, as for instance to form a strong bond between longtime American citizens and the new Latin imigrants and to convince the population... to pay their taxes.

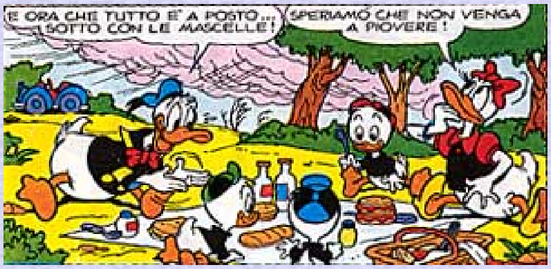
After the war, a second career began for **Donald**. In the United States the artist Carl Barks further developed the character making him reach a Myth-status.
He invented the most important companions of **Donald**: **Gladstone Gander** 1948, **the Beagle Boys** 1951, **Gyro Gearloose** 1952, the witch **Magica de Spell** 1961, but most importantly the rich and stingy uncle **Scrooge McDuck** 1947.
Barks gave a name to the ducks' city, **Duckburg** 1944 and started the typology of stories and social-cultural environment which influenced most of the future Disney ducks productions realized both in the USA and in other countries.


YOU LEAVE HIM ALONE! IF HE MADE YOU UNLUCKY, HE'S MY PAL!

Carl Barks


YOU HAVEN'T TOLD ME WHAT I'M TO WORRY ABOUT!
ULP!

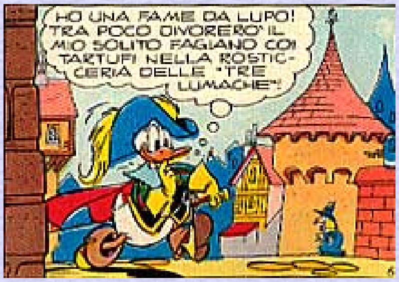
Carl Barks


E ORA CHE TUTTO E' A POSTO... SOTTO CON LE MASCELLE!
SPERIAMO CHE NON VENGA A PIOVERE!

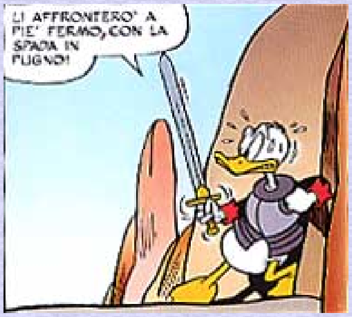
Donald - Made in Italy

In the same time as the Barks' stories, the Italian production with authors like Guido Martina, Giovan Battista Carpi, Luciano Bottaro, Romano Scarpa, Pier Lorenzo and Massimo DeVita, Giorgio Cavazzano, Marco Rota and several others continued to develope the character of **Donald** and remaining almost always faithful to the Disney spirit of Gottfredson, Taliaferro but over all of Barks, they created great adventures reprinted, translated and published in several countries, creating new characters to what has been called "The big duck family".

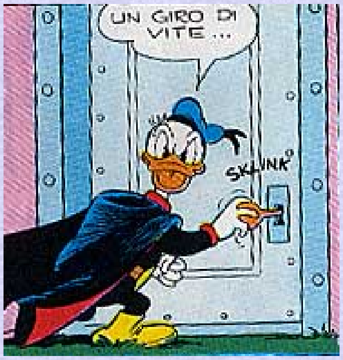
Of these stories made in Italy, the ones called parodies are probably the most characteristic ones which have seen **Donald** playing several famous historical literature characters like ***PAPERINO DON CHISCIOTTE*** 1955, ***IL DOTTOR PAPERUS*** 1958, ***PAPERIN DI TARASCONA*** 1957, ***EL KID PAMPEADOR*** 1959, ***PAPERIN FURIOSO*** 1966 ***PAPERIN FRACASSA*** 1967, ***PAPERIN DE PAPERAC*** 1967, ***PAPERIN ALÌ*** 1985 and much more.


HO UNA FAME DA LUPO! TRA POCO DIVORERÒ IL MIO SOLITO FAGIANO COI TARTUFI NELLA ROSTICCERIA DELLE "TRE LUMACHE"!

Paperin De Paperac


LI AFFRONTERÒ A PIE' FERMO, CON LA SPADA IN PUGNO!

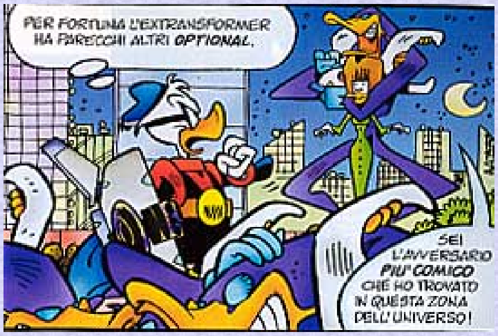
Paperin Furioso


UN GIRO DI VITE...
SKLUNK

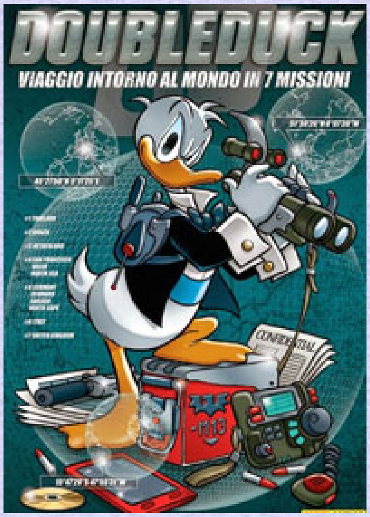
DUCK AVENGER the devilish avenger

In 1969 the same Italian artist group had created **Donald**'s secret identity and alter-ego **Paperinik** (for which the most appropriate English translation is "**Duck Avenger**"). With a black costume which originally belonged to the gentleman thief **Fantomallard** and a mask to hide (but not much) his identity, **Donald** had **Gyro** create a secret hideout under his house, while having him modify his car with several special devices to accomplished his night revenge missions.
His adventures had a big success and have been reprinted in several other countries.

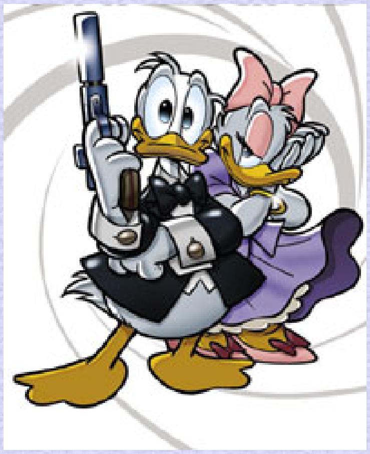
Always in Italy in 1996 the hyper-technological super-hero version of **Duck Avenger** was created called **PK** (in the beginning short form for **Paperinik** than transformed in that for the scientific latin name **Platyrhynchos Kineticus** "energized duck" but in USA also known as **Duck Avenger** or **Super Duck**). This character which has nothing to do with the original **Duck Avenger**, lives in a futuristic habitat similar to the one of some American super heros where he acts in interdimensional complex and charming adventures but that are completely out of the classical Disney universe.

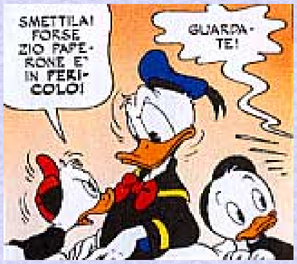

PER FORTUNA L'EXTRANSFORMER HA PARECCHI ALTRI OPTIONAL.
SEI L'AVVERSARIO PIU' COMICO CHE HO TROVATO IN QUESTA ZONA DELL'UNIVERSO!

PK "Platyrhynchos Kineticus"

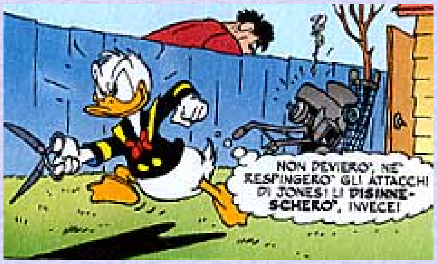

DOUBLEDUCK
VIAGGIO INTORNO AL MONDO IN 7 MISSIONI

In Italy in the 2008 was also created by Max Monteduro another secret identity of **Donald** named **Doubleduck**. In this identity he is a Special Agent working from a misterious Intelligence Agency so secret that it has no name. The character is based on the British Agent **James Bond 007** by Fleming, Also in this case because of his psico-phisic quality and the tipology of adventures, this character is completelly out of the classical **Donald Duck** being these spy-story more likely a parody of the **James Bond** or **Mission Impossible** adventures.




SMETTILA! FORSE ZIO PAPERONE E' IN PERICOLO!
GUARDATE!

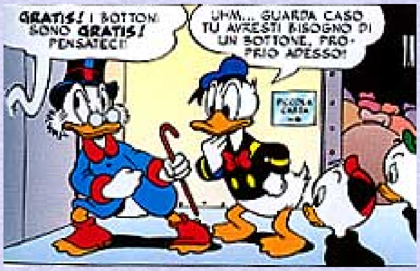
Miquel Pujol


NON DEVIERO', NE' RESPINGERO' GLI ATTACCHI DI JONES! LI DISINNESCHERO', INVECE!

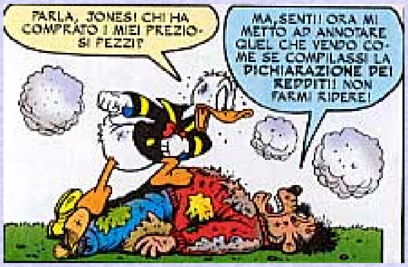
Daan Jippes

Among the various authors who have written **Donald** stories worth mentioning in various countries, are those had worked for the Disney "Studio Program", (the Disney project for export comics) such as Dick Kinney and Al Hubbar creators of **Donald**'s cousin **Fethry Duck** 1964, Tony Strobl, Jack Bradbury and important great artists like the Chilean Victor Arriagada Rios, better known as Vicar, who takes much from Barks reference, or the Argentinian Daniel Branca (both collaborators of the Danish publisher Egmont). The Spanish José Cardona, Miquel Pujol and José Maria Colomèr Fonts, the Olands Daan Jippes and Fred Milton, and the Brasilians Carlos Herero, Irineu Soares and Roberto Fukue.

But who mainly took over **Donald** according to Barks' stories, are the American artists William Van Horn and Don Rosa. Of the former, one story drawn worth mentioning is the famous ***HORSING AROUND WITH HISTORY*** 1998, a ducks adventure written by Barks himself when he was 93 years old.


GRATIS! I BOTTONI SONO GRATIS! PENSATECI!
UHM... GUARDA CASO TU AVRESTI BISOGNO DI UN BOTTONE, PROPRIO ADESSO!

William Van Horn


PARLA, JONES! CHI HA COMPRATO I MIEI PREZIOSI PEZZI?
MA, SENTI! ORA MI METTO AD ANNOTARE QUEL CHE VENDO COME SE COMPILASSI LA DICHIARAZIONE DEI REDDITI! NON FARMI RIDERE!

Don Rosa

while Don Rosa is for sure the author able to better interprete spirit of Barks' stories, his great works about **Scrooge McDuck**'s life story ***THE LIFE AND TIMES OF SCROOGE MC DUCK*** 1994-1996 (where the most credible logical and reasonable correct version of **Donald** birth and youth has been represented) and his marvelous and well thought duck family tree are the most evident proof.

No longer used in the cartoons (in the series ***DUCK TALES*** he is basicly absent), today **Donald** continues to excite adults and children in the comics thanks to the above mentioned artists in several parts of the world, remaining the immortal character in which all of us can identify ourselves a little bit.

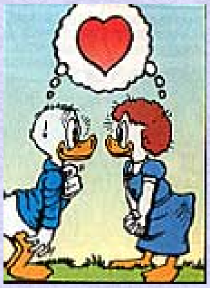
TOP

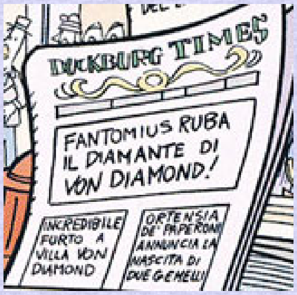
Donald Duck - an hypothetic life story

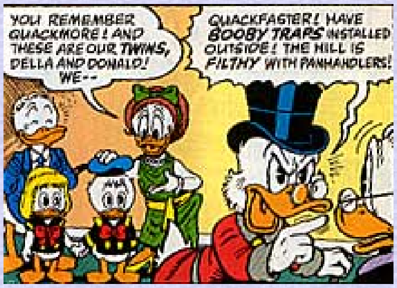
Several versions have been written and drawn about the Donald's birth and youth imagined as a character of an hypothetic comic reality. Neglecting those more or less legendary like a birth in stormy night and casually entered into the Disney Studios, or those not much credible and too simple like an egg fallen from a tree and found in the middle of the street with subseguent adoption by not related ducks who later on are identified as scrooge and grandma.
I believe that the most reasonably acceptable version is the one shown for the first time by Don Rosa in chapters 10 and 11 of Scrooge McDuck's life saga, and in several other facts contained in his other stories (hopefully others will be created in the future). These origins are well thought and are the result of a meticulous and passionate research and analysis of stories, sketchs and conjectures of artists such as Barks, Taliaferro, Hubbard, Strobl and others.
Of course in addition to the indications taken from Don Rosa's stories, I have included pertinent informations coming from stories of other Disney artists both Italian or of other countries in order to fill in some period gaps.

THE BIRTH AND CHILDHOOD (Don Rosa, Carl Barks, Strobl)

Donald Fauntleroy Duck was born in 1920 in Duckburg through the union of **Hortense Mc Duck** (**Scrooge McDuck**' sister) and **Quackmore Duck** (third born to **Elvira Coot**-better known as **Grandma Duck**- and **Humperdink Duck**).
The new about **Donald** and **Della** birth was also published in 1920 on the Duckburg Times.

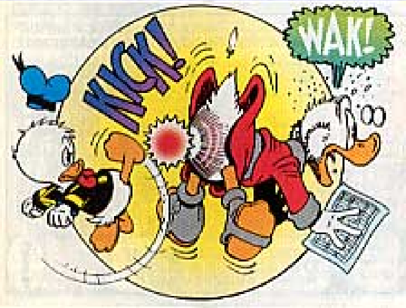

Donald's parents (1902)

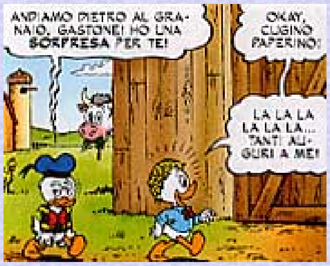

DUCKBURG TIMES
FANTOMIUS RUBA IL DIAMANTE DI VON DIAMOND!
INCREDIBILE FURTO A VILLA VON DIAMOND
ORTENSIA DE' PAPERONI ANNUNCIA LA NASCITA DI DUE GEMELLI
Donald and Della birth new on Duckburg Times (1920)


YOU REMEMBER QUACKMORE! AND THESE ARE OUR TWINS, DELLA AND DONALD! WE--
QUACKFASTER! HAVE BOOBY TRAPS INSTALLED OUTSIDE! THE HILL IS FILTHY WITH PANHANDLERS!
Donald and his sister Della (1930)

Donald has a twin sister **Della Duck**, and of his closer relatives whose worth mentioning are the cousins **Gladstone Gander**, **Fethry Duck** and **Abner Duck**, the uncles **Scrooge McDuck**, **Matilda McDuck** (the other **Scrooge**'s sister who will have a relationship with **Ludwig Von Drake**), **Daphne Duck** and **Goostave Gander** (**Gladstone**'s parents), **Eider Duck** and **Lulubelle Loon** (**Fethry Duck** and **Abner Duck**'s parents), while uncle **Gideon McDuck** (created by the Italian artist Romano scarpa but not shown in Don Rosa's Duck family tree) can be considered logicly **Scrooge**'s half-brother, son of a second "unofficial" relationship of **Scrooge McDuck**'s father **Fergus McDuck**.

In 1930 the young **Donald** met his rich uncle for the first time, who discovers the quick-tempered personality of his nephew on his own skin, or better on his own piumage.
The interruption of relationship between the greedy rich duck and his family can be seen in this context, because they would not have any further contact until Christmas 1947.



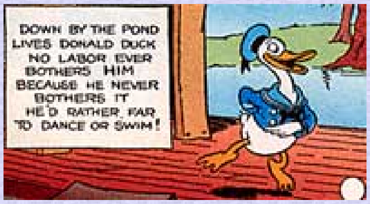

ANDIAMO DIETRO AL GRANAIO, GASTONE! HO UNA SORPRESA PER TE!
OKAY, CUGINO PAPERINO!
LA LA LA LA LA LA... TANTI AUGURI A ME!
Donald and his cousin Gladstone (1932?)

In Don Rosa's funny story ***THE SIGN OF THE TRIPLE DISTELFINK*** some sequences of **Donald** and **Gladstone**'s youth are shown with "interesting references to the well known good luck of **Gander** and the also well known "selfdestructive tendencies" of **Donald**.

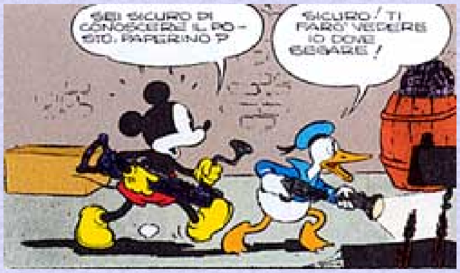
From this and other stories (among which also the recent Italian trend stories **Paperino Paperotto** about the young **Donald**'s life) we can deduct that **Donald** has lived during his childhood and youth together with his parents and sister in his grandparents' farmhouse outside Duckburg.

THE AGE OF MATURITY (Gottfredson)

When he reached maturity (thus in 1938) **Donald** left his grandparents' farmhouse and -as shown in the ***THE WISE LITTLE HAN-*** he goes to live on his own in a houseboat along a river in Barnyard Village, also located in the country outside Duckburg.

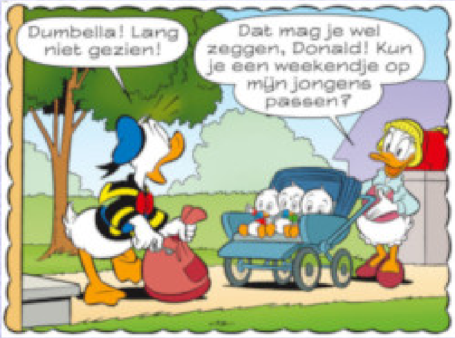

DOWN BY THE POND LIVES DONALD DUCK NO LABOR EVER BOTHERS HIM BECAUSE HE NEVER BOTHERS IT HE'D RATHER, FAR TO DANCE OR SWIM!

Donald teen-ager (1938)


SEI SICURO DI CONOSCERE IL PO-STO, PAPERINO?
SICURO! TI FARÒ VEDERE IO DOVE SCAVARE!

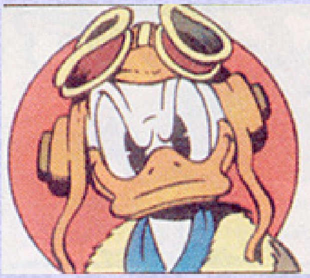
Donald in Mousetown (1940)

Then he moved (probably to search work and adventures) to Mousetown where he met **Mickey Mouse** and **Goofy** and togheter with them he lived several adventures (shown by Gottfredson). In this city he works as paperboy, detective's apprentice and **Mickey**'s nephews **Morty** & **Ferdy**'s babysitter.


Dumbella! Lang niet gezien!
Dat mag je wel zeggen, Donald! Kun je een weekendje op mijn jongens passen?

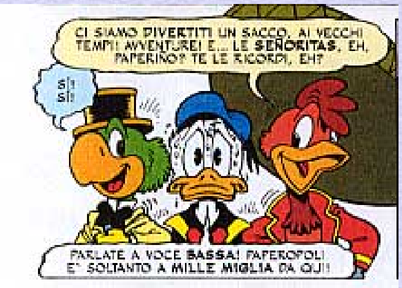
Della Duck with infants Huey, Dewey, and Louie with Donald probably just before his departure for the military service (1942)

During WWII we don't have any references if **Donald** had been enlisted in such kind of military service. Thus we can immage him as we prefer: or unfit to the active military service due to some psycho-physical lack (as happened for the too short **Mickey** and for the not very stabil **Goofy**), or -if we want to follow a certain logic- because of his undenyable passion for the sea, considering the area of his origins, taking into account the numerous



Donald Naval Aviator?
(1942-44)

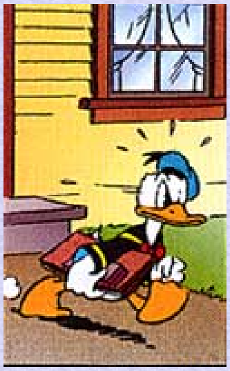
stories where he proved to have ability to fly and a good ability as a mechanic, we can image him as a volontary enlisted in the US NAVY, first as a technician and than as a pilot of the Naval Aviation during the Pacific war.

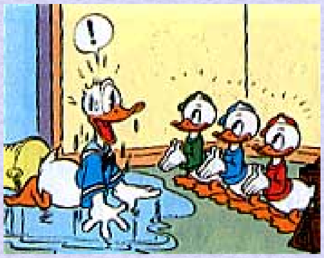

CI SIAMO DIVERTITI UN SACCO, AI VECCHI TEMPI! AVVENTURE! E... LE SEÑORITAS, EH, PAPERIÑO? TE LE RICORDI, EH?
SÌ! SÌ!
PARLATE A VOCE BASSA! PAPEROPOLI E' SOLTANTO A MILLE MIGLIA DA QUI!

Donald, Panchito and Josè (1945)

After the military service the young **Donald** continues to travel searching adventures along California and the near Mexico. His meeting and friendship with **Panchito** and **Josè Carioca** can be placed in this period together with them he lived several fun and unforgettable adventures creating the famous trio known as **The three Caballeros.**

A YOUNG AND SMART DUCK (Taliaferro, Barks, Don Rosa)

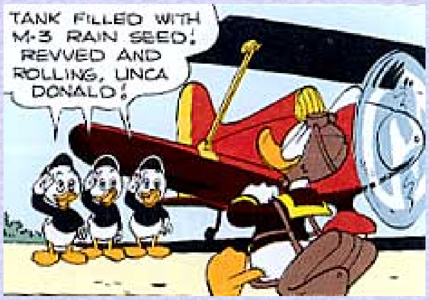




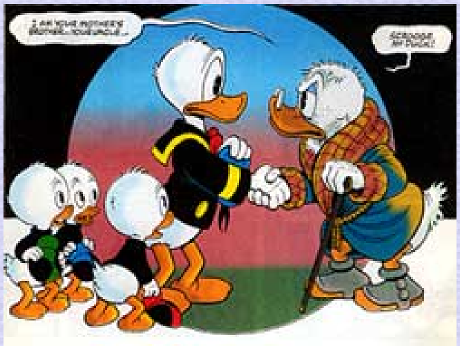
Donald adopts his three nephews (1946?)

Coming back to Duckburg **Donald** goes to live in a suburban house, he got his famous licenced plated 313 car (Don Rosa shows us that this car was built by **Donald** himself utilizing parts coming from old cars: a Mixwell engine from 1920, a Dudge body from 1922 and Paclac half-shaft from 1923), he holds numerous jobs, meets **Daisy** but most importantly he adopts his three nephews (they were born in 1942 and remained orphans at the age of four or five) sons of his sister **Della** and **Daisy**'s brother of whom even today we don't know the name.

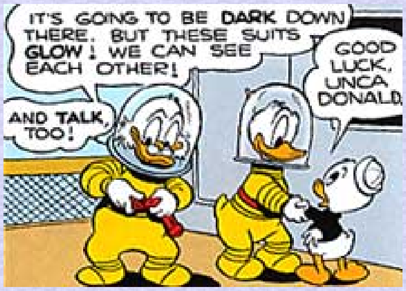
After the short gags of Taliaferro, Carl Barks shows us several situations placed in this time, the funny stories of tricks between **Donald** and his nephews, the long and elaborate adventures in the most lost and strange places in the world, the various jobs held by **Donald** like for instance: fireman, icecream man, trashman, pilot, sailor, nightguard, do-all-inventor etc.. In that period **Donald** has completely demostrated that he doesn't deserve the to be called good-for-nothing (especially later on by his uncle **Scrooge**).


TANK FILLED WITH M-3 RAIN SEED! REVVED AND ROLLING, UNCA DONALD!

THE FAMILY REUNITES (Barks, Don Rosa, Van Horn, Vicar)


I AM YOUR MOTHER'S BROTHER... YOUR UNCLE...
SCROOGE McDUCK!

Scrooge meets his nephews
(December 1947)


IT'S GOING TO BE DARK DOWN THERE, BUT THESE SUITS GLOW! WE CAN SEE EACH OTHER!
AND TALK, TOO!
GOOD LUCK, UNCA DONALD!

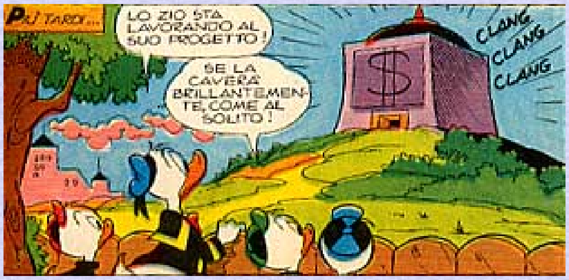
The great adventure with uncle and nephews
(1948-1953)

It is Christmas in 1947 when the rich uncle **Scrooge**, which for many years after a disapointment with his family had lived alone, decides to call up **Donald** and his nephews (as shown in Barks' story ***CHRISTMAS ON BEAR MOUNTAIN*** and in the 12th chapter of Don Rosa's saga ***THE RICHEST DUCK OF THE WORLD***). After a not so good start he makes peace with his relatives and together with them he begins a new youth searching for lost treasures, exploring the most remote places on the earth and even of other worlds, in a series of famous adventures located in the early 50s, marvelously realized by artists such as Barks, Don Rosa, Van Horn, Vicar... and various others.

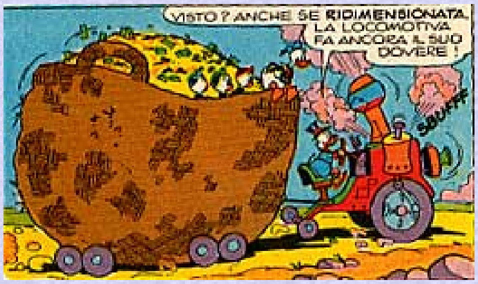
DONALD ADULT - THE ADVENTURE GOES ON (Italian artist: Martina, Carpi, Scarpa, De Vita, Rota etc...)

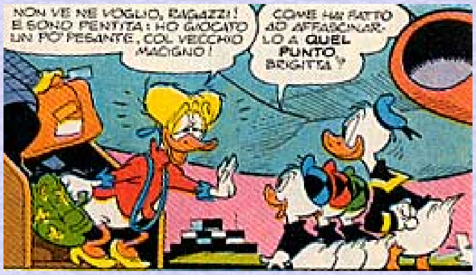
After that period (thus not shown in Barks' and Don Rosa's stories) we can logicly include some facts coming from Italian stories in order to amplify in credible and reasonable way **Donald**'s life without contrasting with what is shown in the stories by the American artists.

These are the years where **Donald** and his nephews, sometimes because obligated and almost always because blackmailed by **Scrooge**, continued the great explorations to search new treasures. In these adventures they use strange and unusual machines which are normally created by **Gyro**. In this period, **Donald** who always had financial problems, moved in a new house owned by **Scrooge**, while the richest duck of the world changed the look of his moneybin, adding a big dom on the roof typical of the Italian stories.
Other friends and relatives appeared as **Scrooge**'s half-brother**Gideon McDuck**, who (in order to avoid a contrast with the Barks/Don Rosa family tree) can be considered as illegitimate son of **Scrooge**'s father, who was unknown (maybe he was in Scotland up till now). **Scrooge McDuck**'s admirer **Brigida McBridge** created by Romano Scarpa and appreciated by Barks, and **Dickie Duck** created by Scarpa as well. The latter is **"Glittering" Goldie O'Gilt**'s granddaughter and maybe (but this is only an assumption) also the granddaughter of **Scrooge**, praticly she could be the daughter of the presumed (but not proven) daughter born from the relationship between a young **Scrooge** and **Goldie** in the Klondike in 1897.

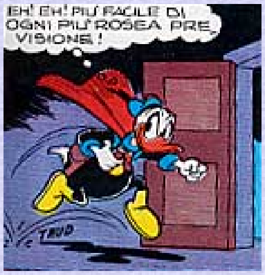

PIÙ TARDI...
LO ZIO STA LAVORANDO AL SUO PROGETTO!
SE LA CAVERÀ BRILLANTEMENTE, COME AL SOLITO!
CLANG CLANG CLANG

The Money bin's new look (1955?)


VISTO? ANCHE SE RIDIMENSIONATA, LA LOCOMOTIVA FA ANCORA IL SUO DOVERE!
SBUFFF


NON VE NE VOGLIO, RAGAZZI! E SONO PENTITA: HO GIOCATO UN PO' PESANTE, COL VECCHIO MACIGNO!
COME HAI FATTO AD AFFASCINARLO A QUEL PUNTO, BRIGITTA?

Donald's nephews and Brigida McBridge


EH! EH! PIU' FACILE DI OGNI PIU' ROSEA PREVISIONE!
TUD

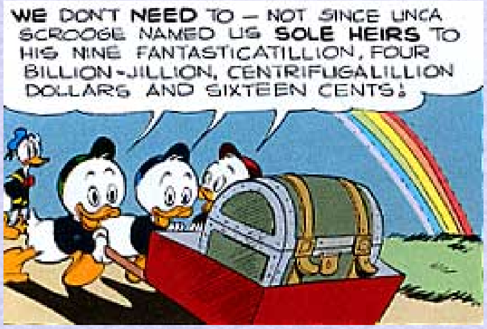
Donald's double identity (1955?)

But overall it is in this period that **Donald**, with a big streak of luck, found the diary and costume of the gentleman thief **Fantomallard** in Villa Rose. He began the adventure of his secret double identity helped by his trustworthy friend and inventor **Gyro Gearloose** who built the secret hideout, modified the car and equiped **Donald** with several special devices. And so, our beloved duck became the feared **Duck Avenger**.

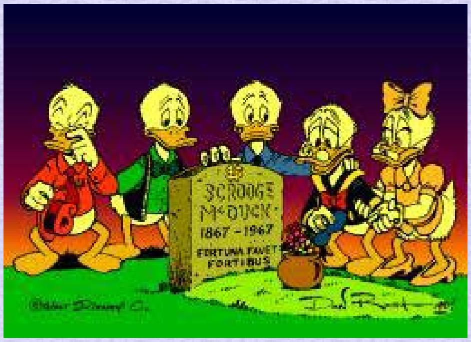
The continuous and sometimes forced adventures and explorations with uncle **Scrooge** and the stress to keep a double identity tired **Donald** always more, and in thus in this period he had always more difficulties to find stabil and steady jobs... this is the time of debts, blackmails and the worthless jobs offered by his rich uncle.

TU SEI PEGGIO DI UNO SCHIAVO! PEGGIO DI UNO STROPINACCIO PER LA POLVERE!
BANF! E TU SEI...

A HYPOTHETICAL FUTURE (Barks, Don Rosa)


WE DON'T NEED TO — NOT SINCE UNCA SCROOGE NAMED US SOLE HEIRS TO HIS NINE FANTASTICATILLION, FOUR BILLION-JILLION, CENTRIFUGALILLION DOLLARS AND SIXTEEN CENTS!

Huey, Louie, and Dewey are nominated heirs of Scrooge

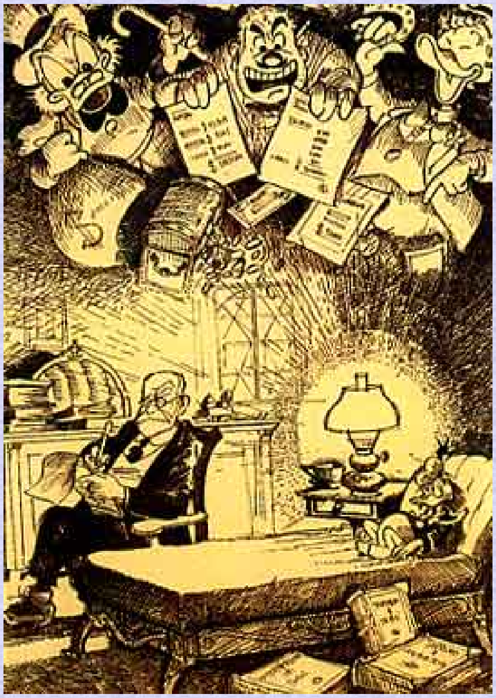

SCROOGE McDUCK
1867 - 1967
FORTUNA FAVET FORTIBUS
©Walt Disney Co.
Don Rosa

Donald, Daisy and nephews at Scrooge's grave (about 1990)

There are not many references about a hypothetical future of **Donald** and his family. From some references of a Barks story published in **WDCS 155** 1953, and in the Don Rosa adventure ***NOBODY BUSINESS*** we can deduct that **Huey, Dewey, Louie** are nominated by **Scrooge** the only heirs of his fortune. It is thus logical to suppose that after **Scrooge**'s death, in 1967 at the venerable age of 100 years (as it was shown by Don Rosa in a famous and sad illustration) the now adult nephews have taken over the management of the family fortune, having demonstated in several occasions to be better amministrator than **Donald** or **Gladstone**.
From the same drawing we can deduct that **Donald** and **Daisy** got married but we don't know if they ever had children. There are different opinions about this. First one supposes that because **Donald** had raised his three nephews he is now less motivated to have children of his own. The other hypothesis comes from a Brasilian story by Soares Rodrigues, Rodavin de Mello e Miyaura where **Donald** and **Daisy** are parents of six kids, four male and two female, but the story was a dream of **Donald**, so it can't be considered as an official reference, even if sometimes the expedient of a dream allows to shows some "truths" otherwise censured!

Many years have passed since 1920. Our fantasy can imagine an old duck, tired of adventures and after definitly having hung up the **DUCK AVENGER** costume, thinking about his relatives now gone or too busy to take care of him....or maybe, why not have **Donald** start a second youth together with his rich nephews continuing to explore the world searcing for treasures and new adventures, just as many years before had happend to his uncle...but fortunately those stories will never been told!

"Donald has the greatest of all virtues: courage when faced with adversity"
HELEN G. THOMPSON, author



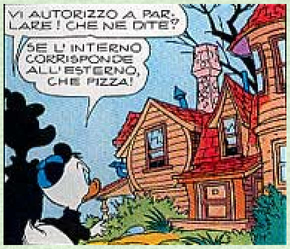
TOP

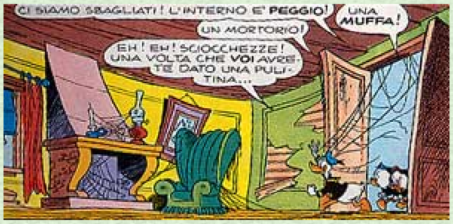
Villa Rose

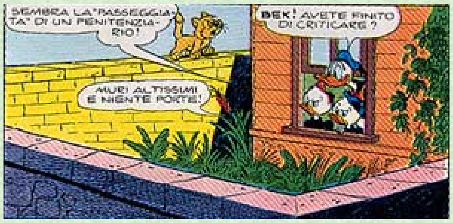
Page with soundtrack

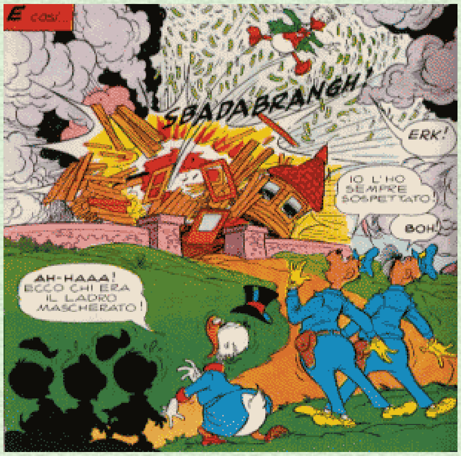
Tales from the Crypt
by Danny Elfman

The mysterious hideout of **Fantomius** and **Dolly Paprika**, is shown in several italian stories: ***PAPERINIK IL DIABOLICO VENDICATORE (DUCK AVENGER THE DEVILISH AVENGER)* TOP. n° 706-707**, ***PAPERINIK ALLA RISCOSSA (THE REVENGE OF DUCK AVENGER)* TOP. n° 743-744**, ***PAPERINIK TORNA A COLPIRE (DUCK AVENGER STRIKES AGAIN)* TOP. n° 788-789**, ***PAPERINIK E IL RITORNO A VILLA ROSA (DUCK AVENGER AND THE RETURN TO VILLA ROSE)* TOP. n° 2129-2130**, ***PAPERINIK E LA MINACCIA AL RIFUGIO (DUCK AVENGER AND THE THREAT TO THE HIDEOUT)* TOP. n° 2404**, ***PAPERINIK E L'ESTATE A VILLA LALLA (DUCK AVENGER AND THE SUMMER AT VILLA LALLA)* TOP. n° 2437**, ***PAPERINIK E L'OMBRA DI FANTOMIUS (DUCK AVENGER AND FANTOMIUS' SHADOW)* TOP. n°2455**, in a reconstruction for a movie on ***PAPERINIK E L'OLTRAGGIO CINEMATOGRAFICO (DUCK AVENGER AND THE CINEMA OFFENCE)* TOP. n°2484**, in ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA (DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA)* TOP. n° 2675**, ***PAPERINIK E IL SEGRETO DI FANTOMIUS (DUCK AVENGER AND THE SECRET OF FANTOMALLARD)* TOP. n° 2902**, ***PAPERINIK E IL PASSATO SENZA FUTURO (DUCK AVENGER AND THE PAST WITHOUT FUTURE)* TOP. n° 2933**, ***PAPERINIK, TUTTO COMINCIÒ COSÌ (DUCK AVENGER, IT ALL STARTED LIKE THIS)* TOP. n° 3316**, ***PAPERINIK E LA DISFIDA DI VILLA ROSA (DUCK AVENGER AND THE DISCIDE OF VILLA ROSE)* TOP. n° 3333**, ***PAPERINIK E IL SEGRETO DELL'IDENTITÀ SEGRETA (DUCK AVENGER AND THE SECRET OF THE SECRET IDENTITY)* TOP. n° 3342**, ***PAPERINIKLAND (DUCK AVENGERLAND)* TOP n° 3355**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO- IL MONTE ROSA (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE PINK MOUNT)* TOP. n° 2972**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO-LA MALEDIZIONE DEL FARAONE (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE CURSE OF THE PHARAOH)* TOP. n° 3036**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO-LA MASCHERA DI FU MAN ETCHÙ (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE MASK OF FU MAN ETCHÙ)* TOP. n° 3072**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -IL NOBILE DIETRO LA MASCHERA (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NOBLE BEHIND THE MASK)* TOP. n° 3107**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -IL TESORO DI FRANCIS DRAKE (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TREASURE OF FRANCIS DRAKE)* TOP. n° 3139**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -IL LADRO E IL MILIARDARIO (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE THIEF AND THE BILIONARE)* TOP. n° 3145**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -NOTRE DUCK (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- NOTRE DUCK)* TOP. n° 3210**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -SENZA MASCHERA (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- WITHOUT MASK)* TOP. n° 3225**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LA SFIDA DI FANTOMIUS (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE CHALLENGE OF FANTOMALLARD)* TOP. n° 3237**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LA NOTTE DELLE GEMME (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF THE GEMES)* TOP. n° 3273**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -I DUE VENDICATORI (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TWO AVENGERS)* TOP. n° 3275**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LA SETTIMA ARTE (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE SEVENTH ART)* TOP. n° 3280**, ***LE STRABILIANTI IMPRESE DI FANTOMIUS -L' INIZIO E LA FINE (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END)* TOP. n° 3398-3399-3400-3401-3402**, ***FANTOMALLARD AROUND THE WORLD IN 80 THEFTS* I CLASSICI DISNEY n° 3 (FANTOMALLARD PLANETARY THIEF)**, in a futuristic/hypertechnological version in the saga of the ***ULTRAHEROES* TOP. n° 2727-2734**,in the story with different ending ***PAPERINIK IN...I DESTINI DI UN EROE* (DUCK AVENGER IN...THE DESTINY OF A HERO) TOP. n°3048**, in the second episode of the story ***LA GRANDE CORSA (THE BIG RACE)*** titled ***NEL PASSATO (INTO THE PAST)* TOP. n° 3111**, in the forth episode of the story ***LA GRANDE CORSA (THE BIG RACE)*** titled ***NEL PRESENTE (INTO THE PRESENT)* TOP. n° 3113**, In the second episode of the story ***CACCIA A PAPERINIK (>HUNT FOR DUCK AVENGER)* TOP. n° 3392**, In the crossover story between PK and Double Duck ***PK TIMECRIME DD Ep.2* TOP n°3154**, in the story ***PAPERINIK E IL SALTO NEL PASSATO (DUCK AVENGER A LEAP TO THE PAST)* PAPERINIK n°30**, in the story ***AREA 15 AN ORIGIN STORY* TOP. n° 3506**, in a Danish story titled ***THE LEGACY*** (story code **DD 2003-017**), in the french story ***UN TRAVAIL POUR FANTOMIALD*** (***A WORK FOR DUCK AVENGER***) published by Glénat.

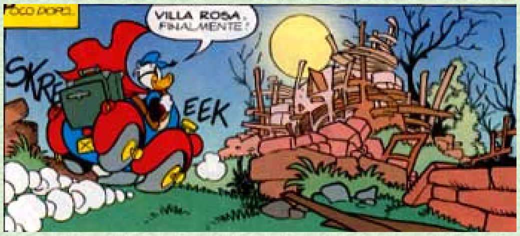

VI AUTORIZZO A PARLARE! CHE NE DITE?
SE L' INTERNO CORRISPONDE ALL'ESTERNO, CHE PIZZA!


CI SIAMO SBAGLIATI! L'INTERNO E' PEGGIO!
UNA MUFFA!
UN MORTORIO!
EH! EH! SCIOCCHEZZE! UNA VOLTA CHE VOI AVRETE DATO UNA PULITINA...

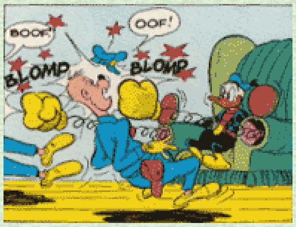

SEMBRA LA "PASSEGGIATA" DI UN PENITENZIARIO!
BEK! AVETE FINITO DI CRITICARE?
MURI ALTISSIMI E NIENTE PORTE!

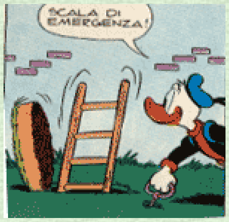

E così
SBADABRANGH!
ERK!
IO L'HO SEMPRE SOSPETTATO!
BOH
AH-HAAA! ECCO CHI ERA IL LADRO MASCHERATO!

At the end of the first adventure Villa Rose is accidentally destroyed by **Gladstone** thus in the subsequent stories it is drawn as a vague mass of creepy remains. While in the story ***PAPERINIK E IL RITORNO A VILLA ROSA*** (***DUCK AVENGER AND THE RETURN TO VILLA ROSE***), Giovan Battista Carpi shows it again, unfortunally with an appearance not similar to the original drawings of 1969, less destroyed and showing in much more detail the underground and **Fantomius**'s top secret hideout headquarters.


POCO DOPO...
VILLA ROSA, FINALMENTE!
SKREEEK

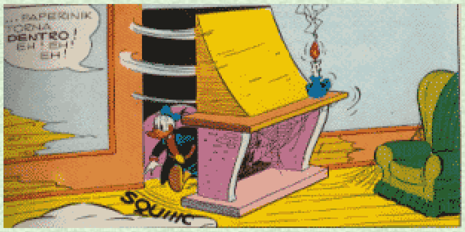
DUCK AVENGER comes back again to the villa of his origins in the story ***PAPERINIK E LA MINACCIA AL RIFUGIO*** (***DUCK AVENGER AND THE THREAT TO THE HIDEOUT***), where Giorgio Cavazzano shows us (unfortunally not well detailed) the villa's remains which in this case at least recalls the original design.

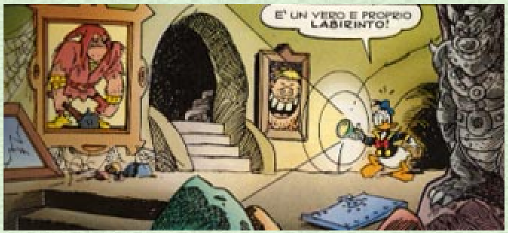

BOOF!
OOF!
BLOMP
BLOMP

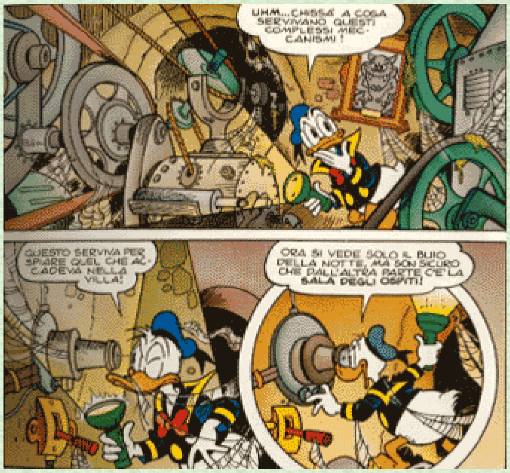

SCALA DI EMERGENZA!

Villa Rose is located in the country hills outside of Duckburg's city limits, to be precise in *Roses' Hillock in the Rosary locality of Squash County*;. Villa Rose, mainly made of wood, has the typical architectural design of the American "mansion" of the late 1800s and it is located in the middle of a big park delimitated by a brick wall.

Not very much is known about Villa Rose's internal rooms except for the large living-room where the big green armchair with false bottom and spring punches incorporated in the arms and the mobile fire place with secret passage to the undergrounds are located. The two windows in the living-room face a small backyard surrounded by a high brick wall. This wall can only be overome by means of a secret hidden ladder. Once the wall has been overcomme it is possible to go directly into the underground by means of a hidden trap door in the ground near the wall.

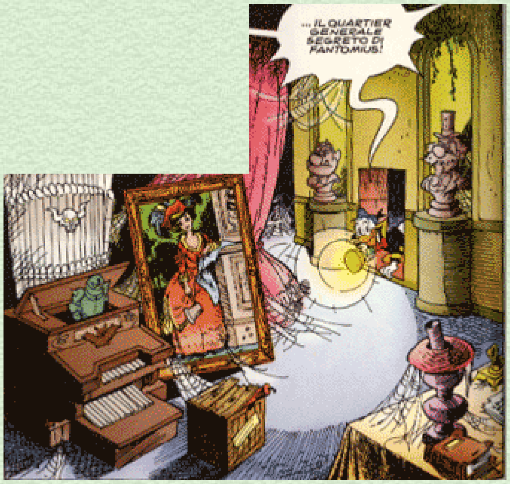

...PAPERINIK TORNA DENTRO! EH! EH! EH!
SQUIIIC


E' UN VERO E PROPRIO LABIRINTO!

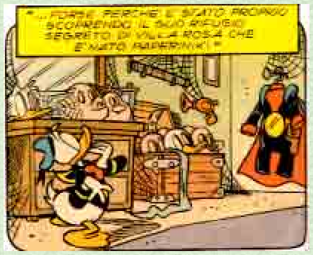

UHM...CHISSA' A COSA SERVIVANO QUESTI COMPLESSI MECCANISMI!
QUESTO SERVIVA PER SPIARE QUEL CHE ACCADEVA NELLA VILLA!
ORA SI VEDE SOLO IL BUIO DELLA NOTTE, MA SON SICURO CHE DALL'ALTRA PARTE C'E' LA SALA DEGLI OSPITI!

About the underground, in the above mentioned story much more details are shown. It is divided into two main levels with access to the inside of the villa and three traps hidden in the park as well as an emergency exit which ends outside the park's brick wall. From the first level underground tunnel it is possible to get into the villa through the hidden passage behind the fire place and obviously into other rooms, the basement and the garage, not shown but logically present.

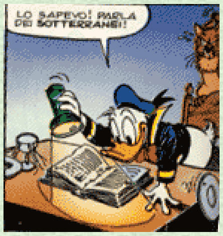
In the descriptive version of the first adventure **DUCK AVENGER THE DEVILISH AVENGER** Guido Martina tells us that **Duck Avenger** during his first mission hid his car in a shelter inside the park of Villa Rose disguised as a bush. Also this hiding place was presumably connected with the basement of the Villa and could be the place where **Fantomallard** kept his sidecar hidden.

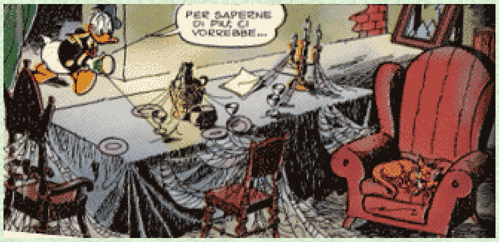

...IL QUARTIER GENERALE SEGRETO DI FANTOMIUS!

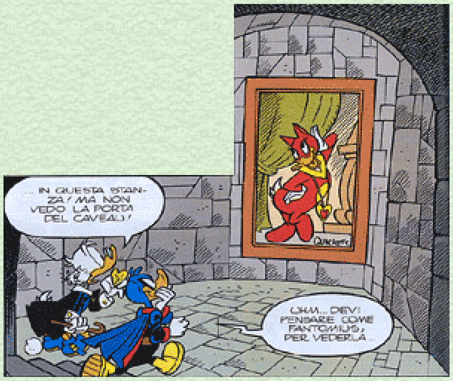
In the first level underground there is a living room with another armchair which hides **Fantomius**' second diary, relevant to the underground's secrets and an excape corridor which goes out into the park by means of a hidden trap door. Likely from the first level it is possible to descend in the second level through different passages or stairs. In this second level there are **Fantomius**' headquarters with an ante-room hidden by a secret passage. Here is the villa and underground spy system and mobile walls trap machinery. Next to the headquarters, but not hidden by the secret passage, there is a big meeting room.


"...FORSE PERCHE' E' STATO PROPRIO SCOPRENDO IL SUO RIFUGIO SEGRETO DI VILLA ROSA CHE E' NATO PAPERINIK!"

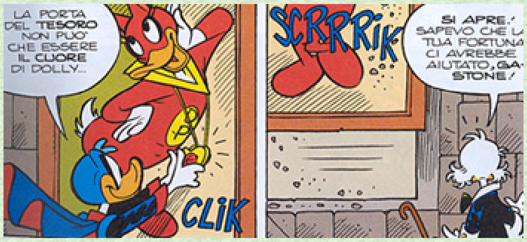
This second underground level has two excape ways, one hidden by a trap door in the park and the other outside the park walls on the north side near the provincial highway for Duckburg. It is logical to imagine that near this emergency exit **Fantomius** kept a light means of transport like for instance a motorcycle.

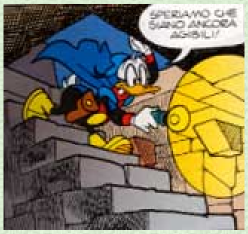

LO SAPEVO! PARLA DEI SOTTERRANEI!

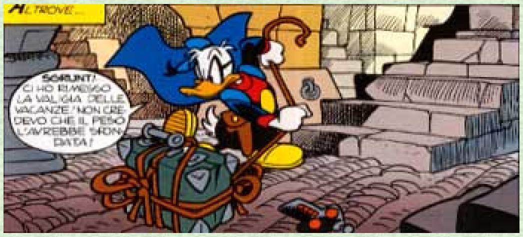

PER SAPERNE DI PIU' CI VORREBBE...


...IN QUESTA STANZA! MA NON VEDO LA PORTA DEL CAVEAU!
UHM... DEVI PENSARE COME FANTOMIUS, PER VEDERLA...

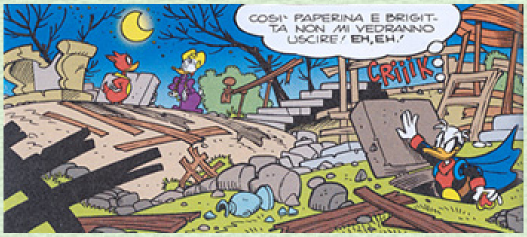
In the secon level, near the north side excape way, there is an ante-room connected with the secret room where the **Fantomius**' treasure is hide. The entrance to this caveau is hide by a big portrait of **Dolly Paparika**. The secret opening is activated by means of a pendant belong to **Dolly Paprika**, this pendant has to be placed in the relevant location represented in the painting. More likely the caveau is also connected by a narrow tunnel with the near excape way of the same level.


LA PORTA DEL TESORO NON PUO' CHE ESSERE IL CUORE DI DOLLY...
CLIK
SCRRRIK
SI APRE! SAPEVO CHE LA TUA FORTUNA CI AVREBBE AIUTATO, GASTONE!


SPERIAMO CHE SIANO ANCORA AGIBILI!

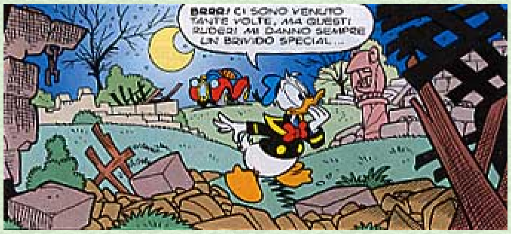

ALTROVE...
SGRUNT! CI HO RIMESSO LA VALIGIA DELLE VACANZE! NON CREDEVO CHE IL PESO L'AVREBBE SFONDATA!

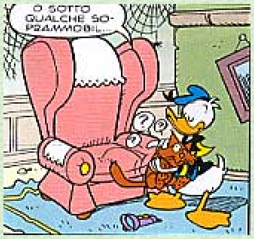
Villa Rose's underground and one of the relevant entrances (maybe one of those inside the villa) are shown again in some illustrations of the story ***PAPERINIK E LA MINACCIA AL RIFUGIO*** (***DUCK AVENGER AND THE THREAT TO THE HIDEOUT***), even if in this case the great artist Cavazzano drew the underground much too empty and too similar to an anciet castle's basement.

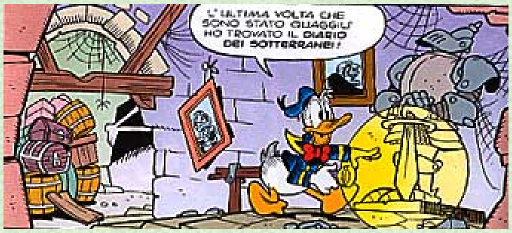

COSI' PAPERINA E BRIGITTA NON MI VEDRANNO USCIRE! EH,EH!
CRIIIK

The hideout entrance located inside the villa is also shown by Marco Gervasio in the beautiful story ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA (DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA)*** . In this story other parts of the hideout and the villa are represented as well.

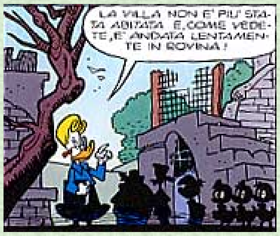
Donald comes back again to Villa Rose in the story ***PAPERINIK E L'ESTATE A VILLA LALLA*** (***DUCK AVENGER AND THE SUMMER AT VILLA LALLA***) where unfortunately the artist Gervasio, drew **Fantomius**' destroyed mansion too much like the remains of an ancient castle, thus not correctly reflecting the original drawings of an American villa, mainly made out of wood.


BRRR! CI SONO VENUTO TANTE VOLTE, MA QUESTI RUDERI MI DANNO SEMPRE UN BRIVIDO SPECIAL...

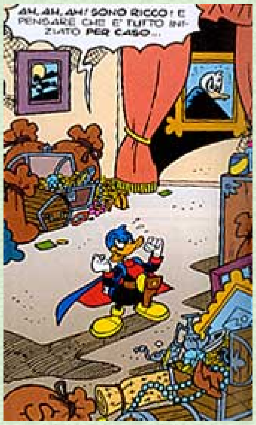

O SOTTO QUALCHE SOPRAMMOBIL...


L'ULTIMA VOLTA CHE SONO STATO QUAGGIU' HO TROVATO IL DIARIO DEI SOTTERRANEI!

This story shows the Villa's first level underground as well, in this case well represented and in compliance to what is shown by Carpi in the story ***PAPERINIK E IL RITORNO A VILLA ROSA*** (***DUCK AVENGER AND THE RETURN TO VILLA ROSE***).

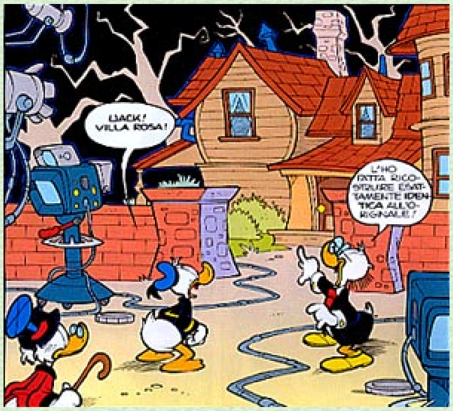

LA VILLA NON E' PIU' STATA ABITATA E, COME VEDETE, E' ANDATA LENTAMENTE IN ROVINA!

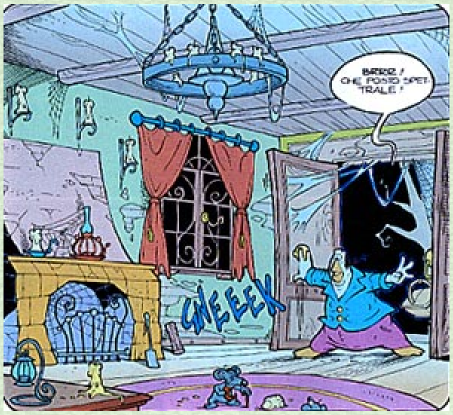
Marco Gervasio shows again the remains of Villa Rose (unfortunately also in this case in a not much credible way) in some drawings of the interesting and historically important story ***PAPERINIK E L'OMBRA DI FANTOMIUS*** (***DUCK AVENGER AND FANTOMIUS' SHADOW***).

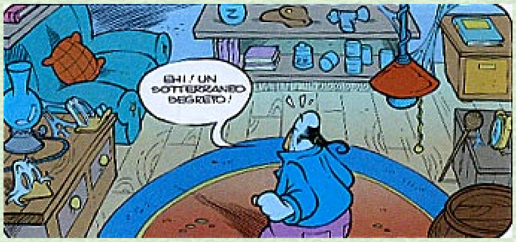

AH, AH, AH! SONO RICCO! E PENSARE CHE E' TUTTO INIZIATO PER CASO...

In this story **Fantomius**' headquarters are shown again represented in an acceptable way (except for the absurd entrance which looks like a modern parking place!).
It's a shame that Gervasio, instead of devils and monster pictures didn't show together with of those relevant to **Fantomius**, at least one picture representing **Dolly Paprika**. This idea would have given much more class to the story.

In the story ***PAPERINIK E L'OLTRAGGIO CINEMATOGRAFICO*** (***DUCK AVENGER AND THE CINEMA OFFENCE***), once again Villa Rose is depicted, but this time it happens to be a reconstruction built by the ROCKERDUCK STUDIOS who are shooting a movie about **DUCK AVENGER**.
Thanks to Carlo Panaro and especially to the great artist Alessandro Pastrovicchio after many years the villa is finally shown correctly as initially drawn by Carpi in the first adventure about **DUCK AVENGER**. In this story there are some nice drawings of the main livingroom quite believable and in corrispondence which the images of the first story (of course, since it is a reconstruction for a movie, with some plausable differences).

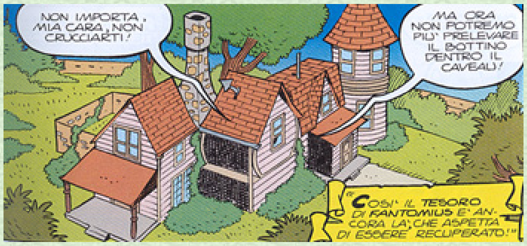

UACK! VILLA ROSA!
L'HO FATTA RICOSTRUIRE ESATTAMENTE IDENTICA ALL'ORIGINALE!

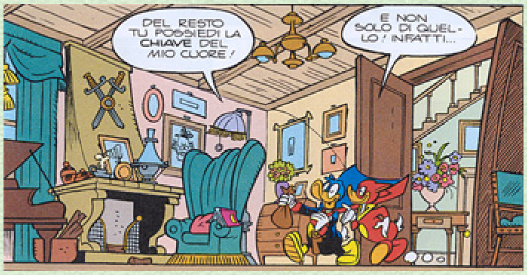

BRRR! CHE POSTO SPETTRALE!
GNEEEK


EHI! UN SOTTERRANEO SEGRETO!

The story, which unfortunately is somewhat banal and taken for granted, also shows one of the underground hideouts of the villa, presumably **Fantomius'** headquarters, where the actor **Danny De Papero**, who interprets the role of **DUCK AVENGER**, finds the famous secret diary. Also this room is shown in a credible way, which is by the way very similar to the underground hideout of **Donald** as it was shown in the beginning.

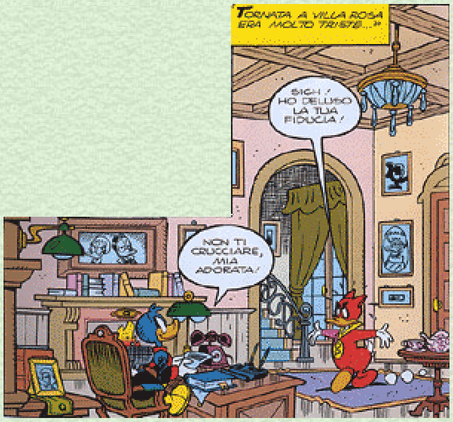
Villa Rose in the time of **Fantomius** is well represented by Marco Gervasio in the story ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA (DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA)***. In this image the villa is drawn in accordance with the original design made by Carpi in his first **DUCK AVENGER** story.

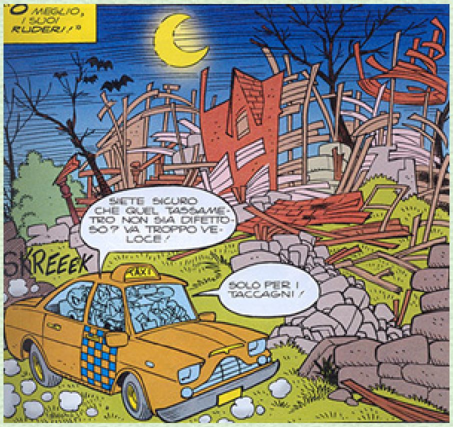

NON IMPORTA, MIA CARA, NON CRUCCIARTI!
MA ORA NON POTREMO PIU' PRELEVARE IL BOTTINO DENTRO IL CAVEAU!
"COSI' IL TESORO DI FANTOMIUS E' ANCORA LA', CHE ASPETTA DI ESSERE RECUPERATO!"


DEL RESTO TU POSSIEDI LA CHIAVE DEL MIO CUORE!
E NON SOLO DI QUELLO! INFATTI...

Marco Gervasion in his story shows some Villa Rose's rooms as they were at the time of **Fantomius**. The main living room with mobile fire place and the big green armchair is well represented. Of course at that time the rooms were plenty of fornitures and objects.

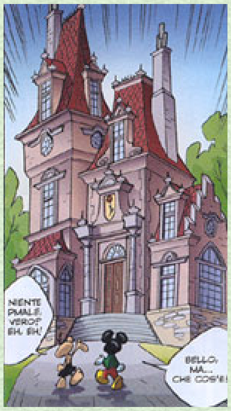
Another very interesting living room of Villa Rose is shown by Gervasio in his story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA)*** This should be the room located in the Villa Rose west side secondary entrance. The exact location of this room can be found in the page *interni della villa*.

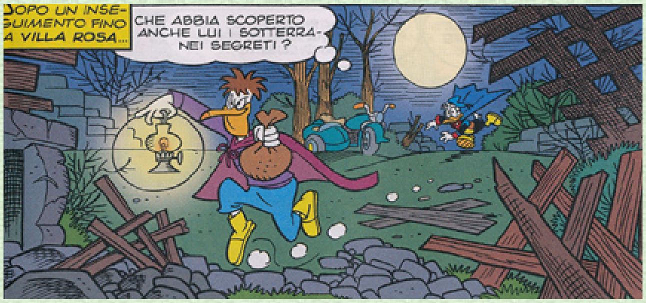

TORNATA A VILLA ROSA ERA MOLTO TRISTE..."
SIGH! HO DELUSO LA TUA FIDUCIA!
NON TI CRUCCIARE, MIA ADORATA!


"O MEGLIO, I SUOI RUDERI!"
SIETE SICURO CHE QUEL TASSAMETRO NON SIA DIFETTOSO? VA TROPPO VELOCE!
SKREEEK
TAXI
SOLO PER I TACCAGNI!

Always in the story ***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA*** the Villa Rose remains are also represented, this time in accordance with the general villa design.

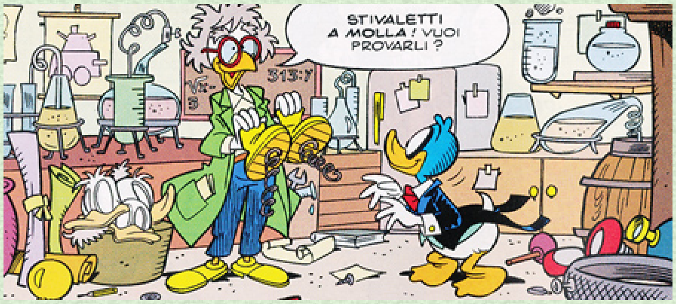
Unfortunately the original images of Villa Rose both outside than inside is completelly twisted in the saga of the **ULTRAHEROES**. In these adventures the mysterious hideout of **Fantomius** has been modified by **Ega Beeva** in a hipertechnological futuristic and nauseating mission control for the **ULTRAHEROES** team. A super-heroic variant of **DUCK AVENGER** (**PK** style) is also part of this group. Of course such adventures are completelly out of the fundamental rules of the classical **DUCK AVENGER** adventures and even if some negligible reference about the first stories of **DUCK AVENGER** (Villa Rose, **Fantomius** etc...) are mentioned, these adventures have nothing to do with his origins.
Fortunately at the end of this saga Villa Rose returns to be a mass of creepy remains.

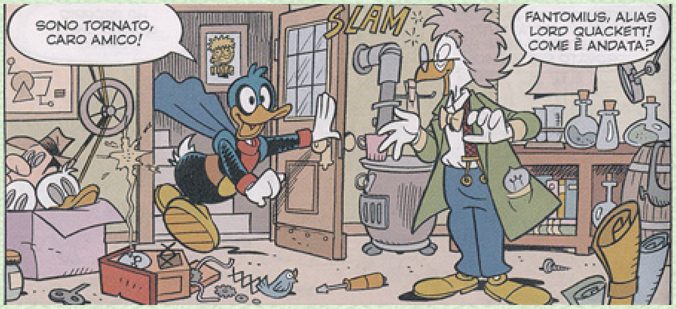

NIENTE MALE, VERO? EH, EH!
BELLO, MA... CHE COS'E'!

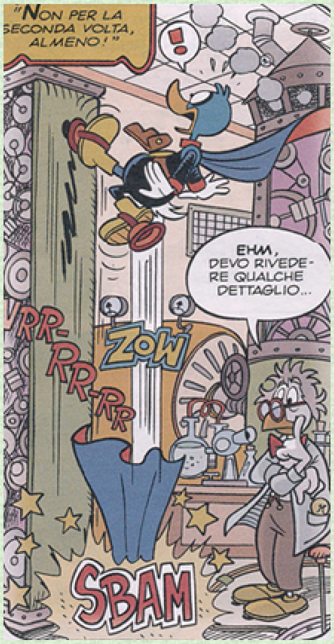

DOPO UN INSEGUIMENTO FINO A VILLA ROSA...
CHE ABBIA SCOPERTO ANCHE LUI I SOTTERRANEI SEGRETI ?

Fortunatelly the Villa Rose is again rapresented as a creepy remains and well depicted by the talented artist and writer Marco Gervasio on his important story ***PAPERINIK E IL SEGRETO DI FANTOMIUS*** (***DUCK AVENGER AND THE SECRET OF FANTOMALLARD*** published on **TOPOLINO** n° 2902 July 2011.

In the same story Gervasio shows the secret **FANTOMALLARD**'s laboratory hiden in the central area of the Villa beneath the large barrel-like structure. In this laboratory **Copernicus Gearloose** (**Gyro**'s Great grandfather) makes the numerous special devices used by **FANTOMALLARD** and **Dolly Paprika**.

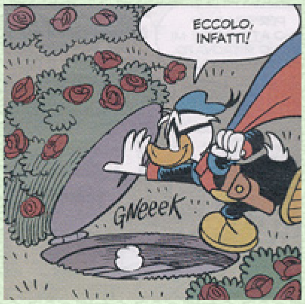

STIVALETTI A MOLLA! VUOI PROVARLI?


SONO TORNATO, CARO AMICO!
SLAM
FANTOMIUS, ALIAS LORD QUACKETT! COME È ANDATA?

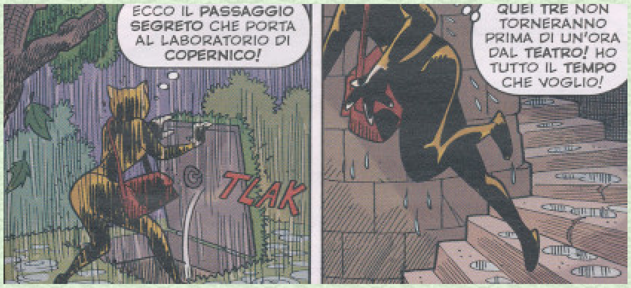

"NON PER LA SECONDA VOLTA, ALMENO!"
EHM, DEVO RIVEDERE QUALCHE DETTAGLIO...
RRR-RRR-RR
ZOW
SBAM

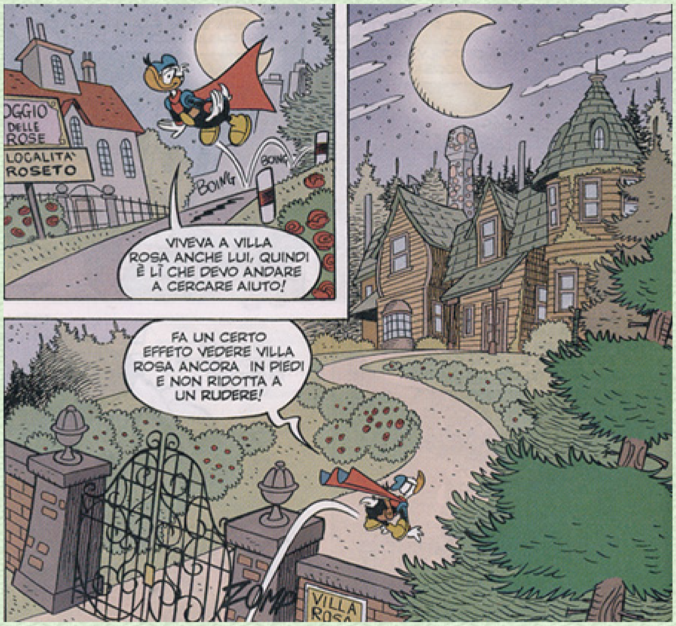
Other beautiful images of the **FANTOMALLARD** secret laboratory are shown by Gervasio on his stories ***PAPERINIK E IL PASSATO SENZA FUTURO*** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE*** published on Italian Disney comic **TOPOLINO** n° 2933 February 2012. and ***FANTOMIUS A BORDO*** (***FANTOMALLARD ON BOARD***) published on **TOPOLINO** n° 2974 in November 2012.

In this interesting adventure a secret passage which directelly connect the external area of the Villa with the secret laboratory is also shown. .


ECCOLO, INFATTI!
GNEEEK

The same segret passage (used by **Lady Senape** to sneak into Villa Rose) is shows again in the mythological story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END**.

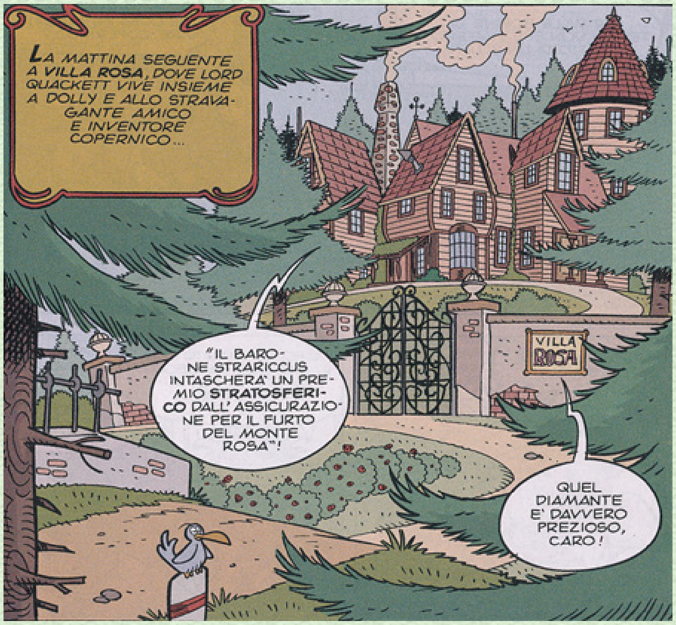

ECCO IL PASSAGGIO SEGRETO CHE PORTA AL LABORATORIO DI COPERNICO!
TLAK
QUEI TRE NON TORNERANNO PRIMA DI UN'ORA DAL TEATRO! HO TUTTO IL TEMPO CHE VOGLIO!

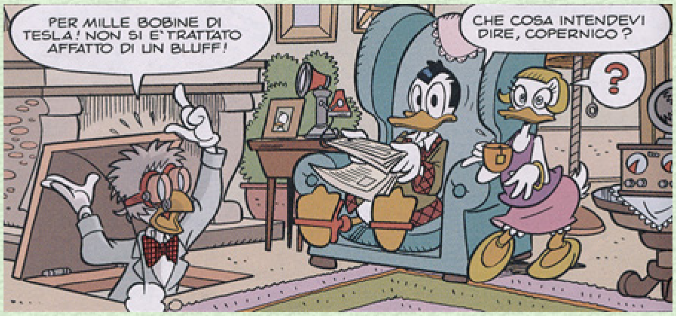

OGGIO DELLE ROSE
LOCALITA' ROSETO
BOING
BOING
VIVEVA A VILLA ROSA ANCHE LUI, QUINDI È LÌ CHE DEVO ANDARE A CERCARE AIUTO!
FA UN CERTO EFFETO VEDERE VILLA ROSA ANCORA IN PIEDI E NON RIDOTTA A UN RUDERE!
ZOMP
VILLA ROSA

Also in the same story ***DUCK AVENGER AND THE PAST WITHOUT FUTURE*** the talented artist Gervasio represent Villa Rose as it was in the 1920.

The villa has been correctelly represented in accordance with the first **Pahntom Duck** original stories. In this case some minor differences and details can be interpreted as elements present in the original design of the villa and then removed through the years for general or specific repairing, normal maintenance or changes.

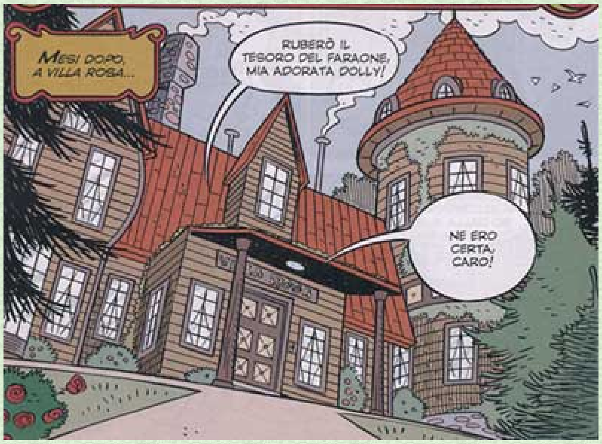
Another beautiful image of Villa Rose it is show by Marco Gervasio in the first adventure of the marvelous serial dedicated to the adventures of **FANTOMALLARD** titled ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE PINK MOUNT*** in this case the Villa is represented in a too "enlarged" way with exaggerated additional elements compared to its original appearance.

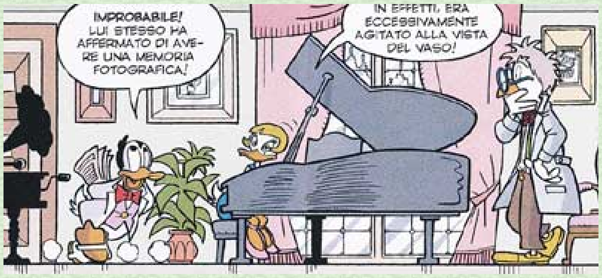

LA MATTINA SEGUENTE A VILLA ROSA, DOVE LORD QUACKETT VIVE INSIEME A DOLLY E ALLO STRAVAGANTE AMICO E INVENTORE COPERNICO...
"IL BARONE STRARICCUS INTASCHERA' UN PREMIO STRATOSFERICO DALL' ASSICURAZIONE PER IL FURTO DEL MONTE ROSA"!
VILLA ROSA
QUEL DIAMANTE E' DAVVERO PREZIOSO, CARO!

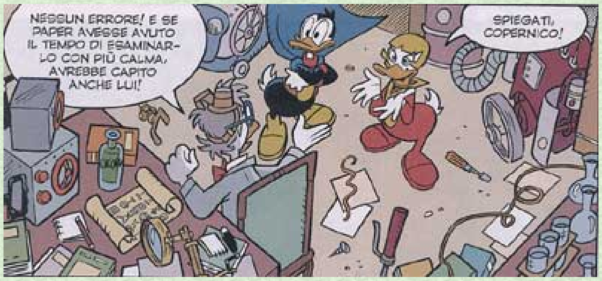

PER MILLE BOBINE DI TESLA! NON SI E' TRATTATO AFFATTO DI UN BLUFF!
CHE COSA INTENDEVI DIRE, COPERNICO?
?

In the same story some images of the main living room of Villa Rose are shown. In one of these it is evidence as in that period the segret passage behing the movable fire place and thus the secret hideout were also connected to a trapdoor located in front of the fire place. Or maybe this passage was later replaced by the one behind the movable fire place being this last less easy to discover.

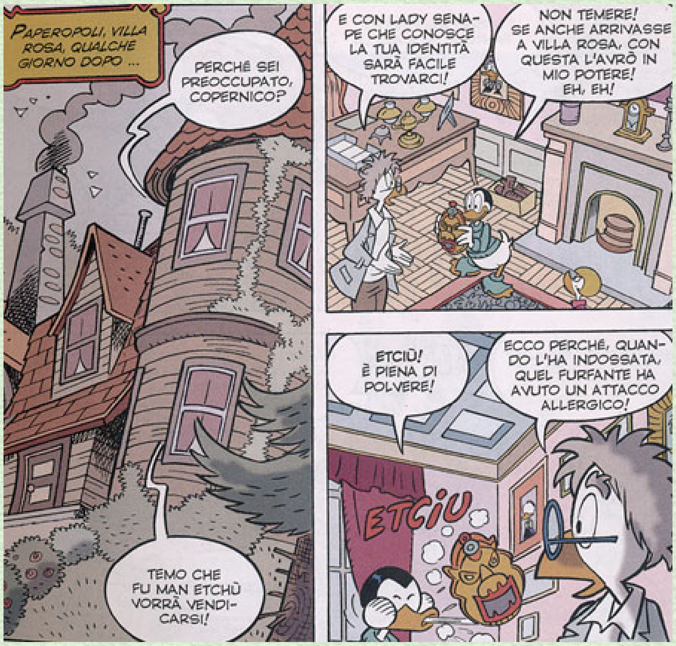
Marco Gervasio shows us another beautiful view of the Villa Rose in the sixth episode of the mini-series dedicated to the **Fantomius** time and life titled: ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE CURSE OF THE PHARAOH*** Also in this case, while taking into account possible differences between Villa Rosa from 1922 and the one found by **Donald Duck**, the Villa was represented with too many additional elements. .


MESI DOPO, A VILLA ROSA...
RUBERÒ IL TESORO DEL FARAONE, MIA ADORATA DOLLY!
NE ERO CERTA, CARO!


IMPROBABILE! LUI STESSO HA AFFERMATO DI AVERE UNA MEMORIA FOTOGRAFICA!
IN EFFETTI, ERA ECCESSIVAMENTE AGITATO ALLA VISTA DEL VASO!

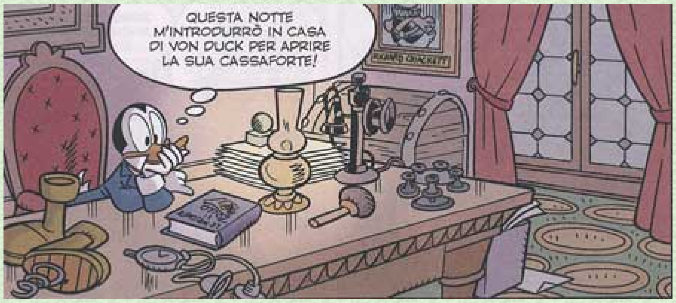

NESSUN ERRORE! E SE PAPER AVESSE AVUTO IL TEMPO DI ESAMINARLO CON PIÙ CALMA, AVREBBE CAPITO ANCHE LUI!
SPIEGATI, COPERNICO!

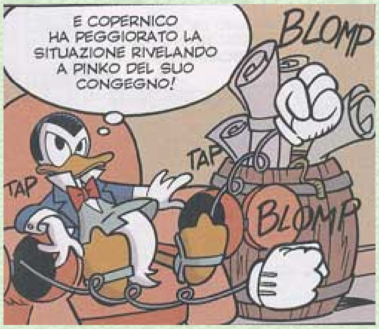
In the same adventure are also drawn by Marco Gervasio some images of the Villa Rose main hall and the secret laboratory of **Copernicus**


PAPEROPOLI, VILLA ROSA, QUALCHE GIORNO DOPO ...
PERCHÉ SEI PREOCCUPATO, COPERNICO?
TEMO CHE FU MAN ETCHÙ VORRÀ VENDICARSI!
E CON LADY SENAPE CHE CONOSCE LA TUA IDENTITÀ SARÀ FACILE TROVARCI!
NON TEMERE! SE ANCHE ARRIVASSE A VILLA ROSA, CON QUESTA L'AVRÒ IN MIO POTERE! EH, EH!
ETCIÙ! È PIENA DI POLVERE!
ECCO PERCHÉ, QUANDO L'HA INDOSSATA, QUEL FURFANTE HA AVUTO UN ATTACCO ALLERGICO!
ETCIU

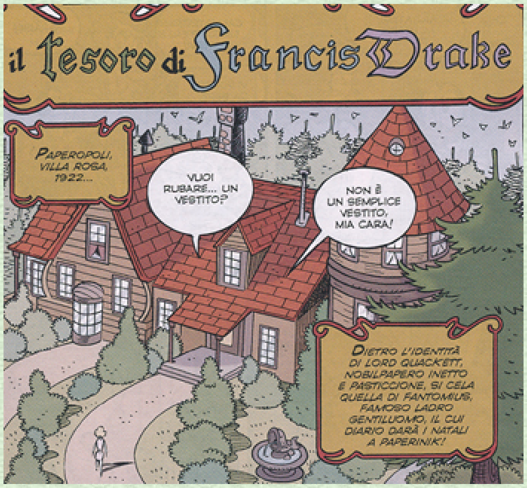
A beautiful image of Villa Rose it is always shown by Marco Gervasio in the ninth episode of the serie dedicated to the adventures of the gentleman burglar titled ***LE STRABILIANTI IMPRESE DI FANTOMIUS -LADRO GENTILUOMO-LA MASCHERA DI FU MAN ETCHÙ*** (***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE MASK OF FU MAN ETCHÙ***).
In the successive cartoons the living room located in the second floor over the back entrance of Villa Rose is shown. This living room is located near the bed room of **Copernicus**.
To be noted in this room the picture with the image of the **mad Duke of Duckburg** ancestor of **Lord Quackett**.

In the twelfth episode of the saga ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NOBLE BEHIND THE MASK***, set in 1910, the living room on the first floor of the tower of Villa Rose is shown. In this room for the first time in 1910 **Lord John Lamont Quackett** worn the costume and mask and assumes the secret identity of **FANTOMALLARD**

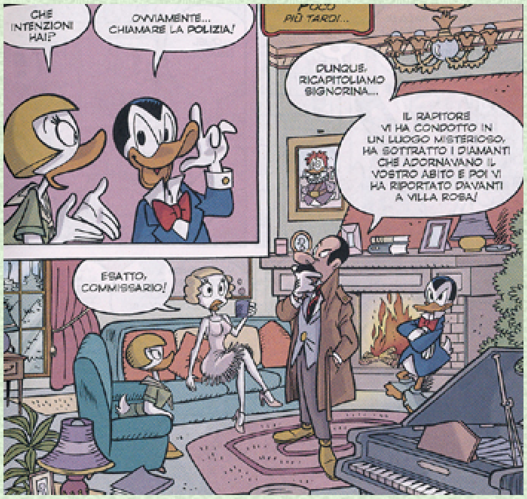

QUESTA NOTTE M'INTRODURRÒ IN CASA DI VON DUCK PER APRIRE LA SUA CASSAFORTE!


E COPERNICO HA PEGGIORATO LA SITUAZIONE RIVELANDO A PINKO DEL SUO CONGEGNO!
BLOMP
TAP
TAP
BLOMP

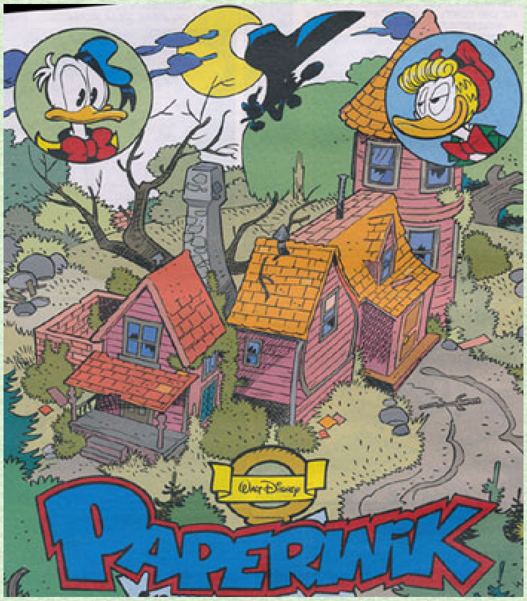
A prototype of the famous chair with spring punches is shown by Gervasio in the laboratory of **Copernicus Gearloose** in the history of the origins of the gentleman thief **THE NOBLE BEHIND THE MASK** set in the Duckburg of the 1910.

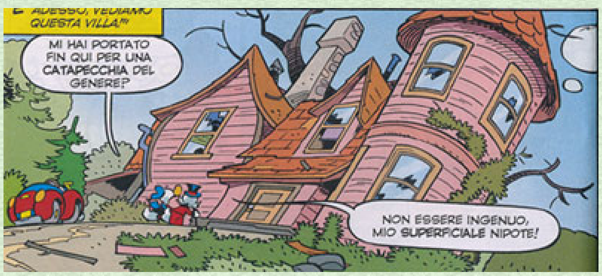

il Tesoro di Francis Drake
PAPEROPOLI, VILLA ROSA, 1922...
VUOI RUBARE... UN VESTITO?
NON È UN SEMPLICE VESTITO, MIA CARA!
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!

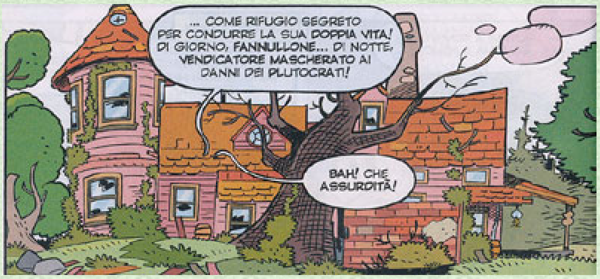
Villa Rose in the 1922 is shown again in the fourteenth episode of the **Fantomallard** titled **THE TRAESURE OF FRANCIS DRAKE**. Gervasio also shows a beautiful image of the secondary entrance Living room.
Well visible in the room the prtrait of the ancestor of **Lord Quackett**, the **Duke Richard Quackett** also known as the **Mad Duke**.


CHE INTENZIONI HAI?
OVVIAMENTE... CHIAMARE LA POLIZIA!
POCO PIÙ TARDI...
DUNQUE, RICAPITOLIAMO SIGNORINA...
IL RAPITORE VI HA CONDOTTO IN UN LUOGO MISTERIOSO, HA SOTTRATTO I DIAMANTI CHE ADORNAVANO IL VOSTRO ABITO E POI VI HA RIPORTATO DAVANTI A VILLA ROSA!
ESATTO, COMMISSARIO!

Villa Rose as it was when it was "won" by Donald is masterfully represented by the talented artist Stefano Intini in a remarkable story with different ending script by Vito Stabile ***DUCK AVENGER IN...THE DESTINY OF A HERO***. In this adventure, tribute to the first adventure of the masked duck, there are plenty of references and philological reminds with the story of Martina and Carpi as well as credible and well-made graphic reconstructions of some of the exterior and interior of Villa Rose, thanks to the meticulous research of detail and the graphic skill of Stefano Intini.

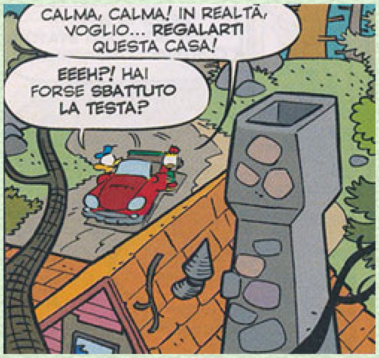

Walt Disney
PAPERINIK

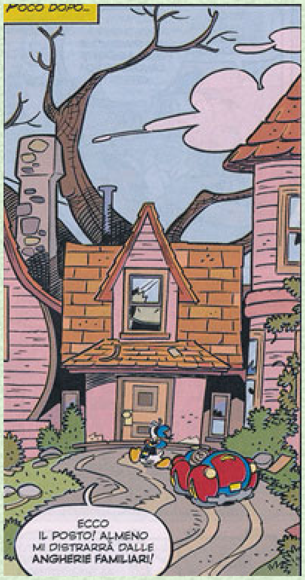

E ADESSO, VEDIAMO QUESTA VILLA!"
MI HAI PORTATO FIN QUI PER UNA CATAPECCHIA DEL GENERE?
NON ESSERE INGENUO, MIO SUPERFICIALE NIPOTE!

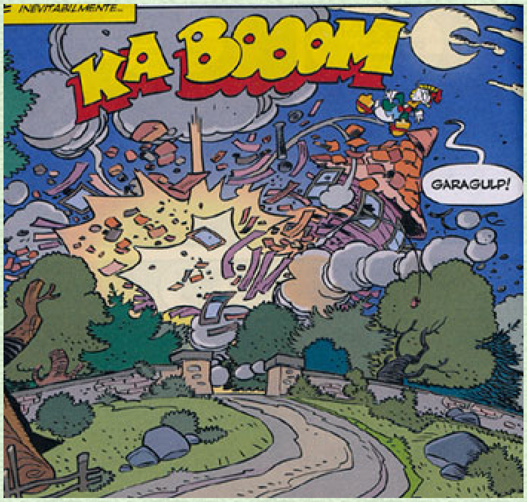

... COME RIFUGIO SEGRETO PER CONDURRE LA SUA DOPPIA VITA! DI GIORNO, FANNULLONE... DI NOTTE, VENDICATORE MASCHERATO AI DANNI DEI PLUTOCRATI!
BAH! CHE ASSURDITÀ!

Beautiful and interesting front perspective and back side view of Villa Rose always made by Stefano Intini in the "crossroads" story ***DUCK AVENGER...IN THE DESTINY OF A HERO***.

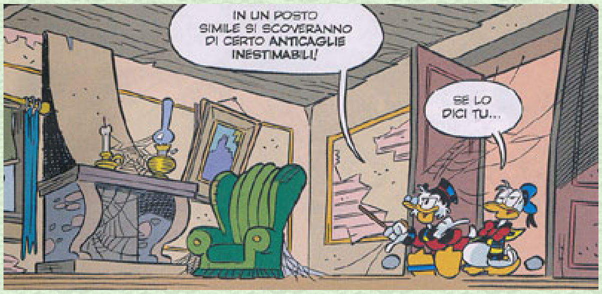
Two other interesting and well presented glimpses of Villa Rose masterfully designed by the talented artist Stefano Intini in the "crossroads" story ***DUCK AVENGER...IN THE DESTINY OF A HERO***

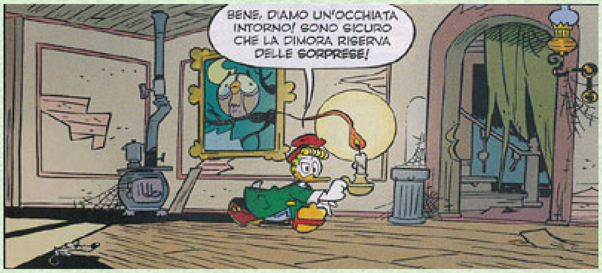

CALMA, CALMA! IN REALTÀ, VOGLIO... REGALARTI QUESTA CASA!
EEEH?! HAI FORSE SBATTUTO LA TESTA?


POCO DOPO...
ECCO IL POSTO! ALMENO MI DISTRARRÀ DALLE ANGHERIE FAMILIARI!


INEVITABILMENTE...
KA BOOOM
GARAGULP!

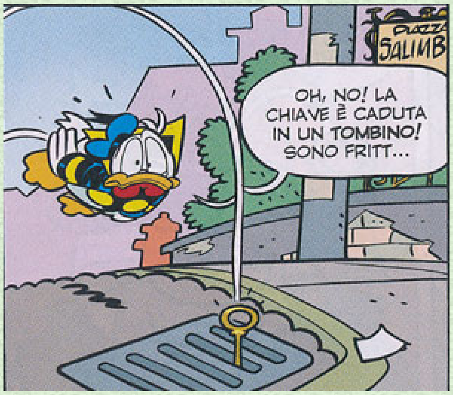
In one of the alternative endings of "crossroads" story ***DUCK AVENGER...IN THE DESTINY OF A HERO*** the skilled writer Vito Stabile, made **Gladstone Gander** to destroy Villa Rosa by means of the famous double effect candle with dynamite, so in a similar way to what happened in the original story of Guido Martina. This scene has been beautifully recreated by Stefano Intini in accordance with the original representation by Giovan Battista Carpi.


IN UN POSTO SIMILE SI SCOVERANNO DI CERTO ANTICAGLIE INESTIMABILI!
SE LO DICI TU...

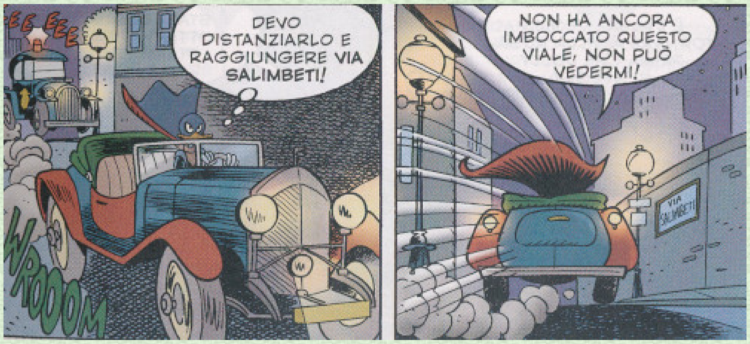

BENE, DIAMO UN'OCCHIATA INTORNO! SONO SICURO CHE LA DIMORA RISERVA DELLE SORPRESE!

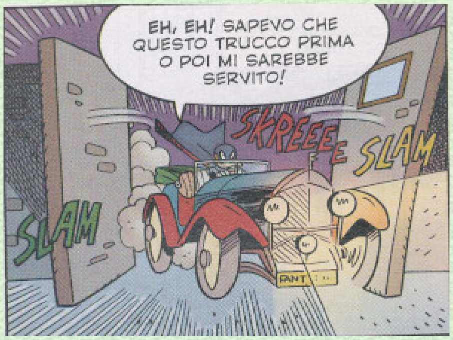
In addition to the external view Stefano Intini shows us some beautiful pictures of the interior of the villa including the main living room with fireplace and big green armchair and what appears to be the secondary entrance with in the background the stairs leading to the second floor rooms

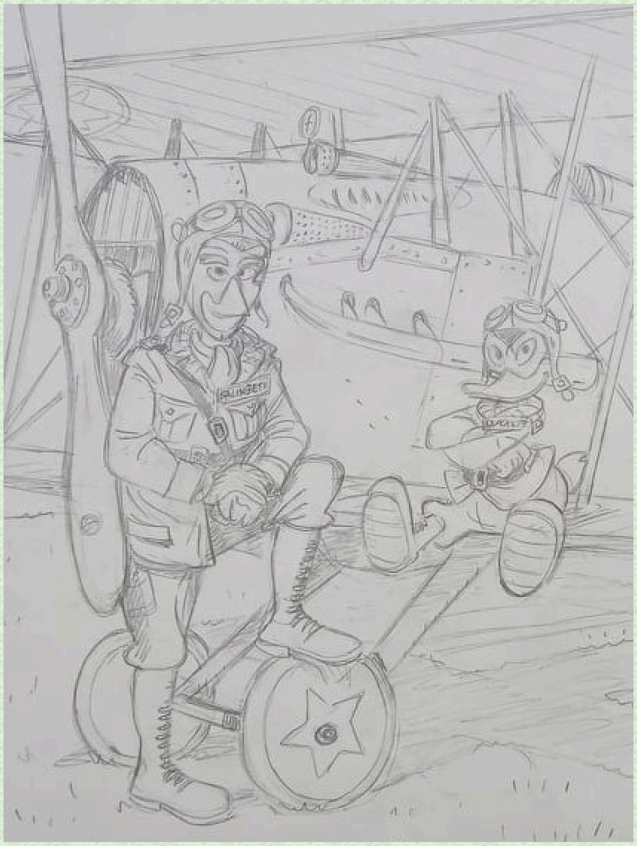
A nice tribute to this web site is made by Stefano Intini on a scene in the "crossroads" story ***DUCK AVENGER...IN THE DESTINY OF A HERO*** where in one of the alternative endings **Donald Duck** lose the key of Villa Rose inside a manhole in **SALIMBETI SQUARE**. Thank you very much to Stefano Intini for giving me a square in Duckburg!


PIAZZ
SALIMB
OH, NO! LA CHIAVE È CADUTA IN UN TOMBINO! SONO FRITT...

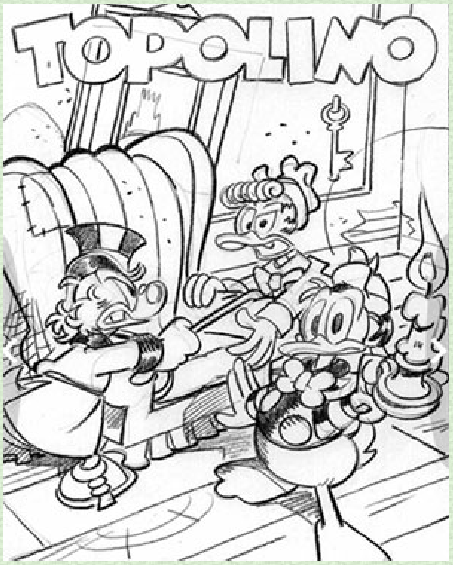
Marco Gervasio in the story **LE STRABILIANTI IMPRESE DI FANTOMIUS- LADRO GENTILUOMO- LA NOTTE DELLE GEMME** (THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF THE GEMES) shows that during the 20s in Duckburg there were **SALIMBETI STREET** where **Fantomallard** had installed a secret emergency passage on a wall.
Thank you very much to Marco Gervasio for giving me a street in Duckburg!


EEE EEE
DEVO DISTANZIARLO E RAGGIUNGERE VIA SALIMBETI!
WROOOM
NON HA ANCORA IMBOCCATO QUESTO VIALE, NON PUÒ VEDERMI!
VIA SALIMBETI


EH, EH! SAPEVO CHE QUESTO TRUCCO PRIMA O POI MI SAREBBE SERVITO!
SKREEEE
SLAM
SLAM
FANT

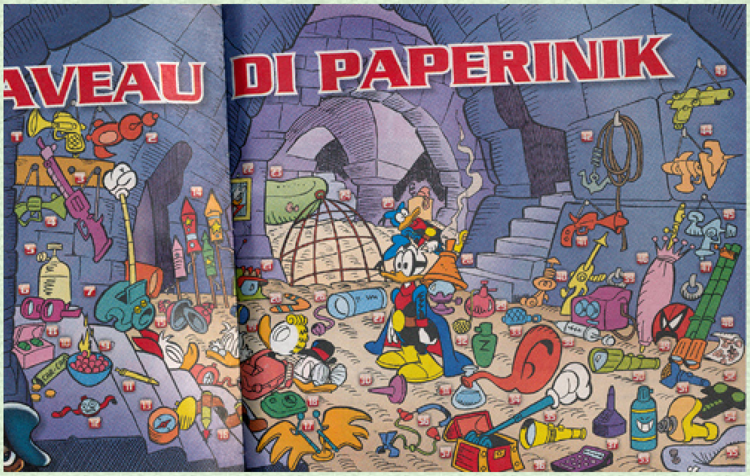


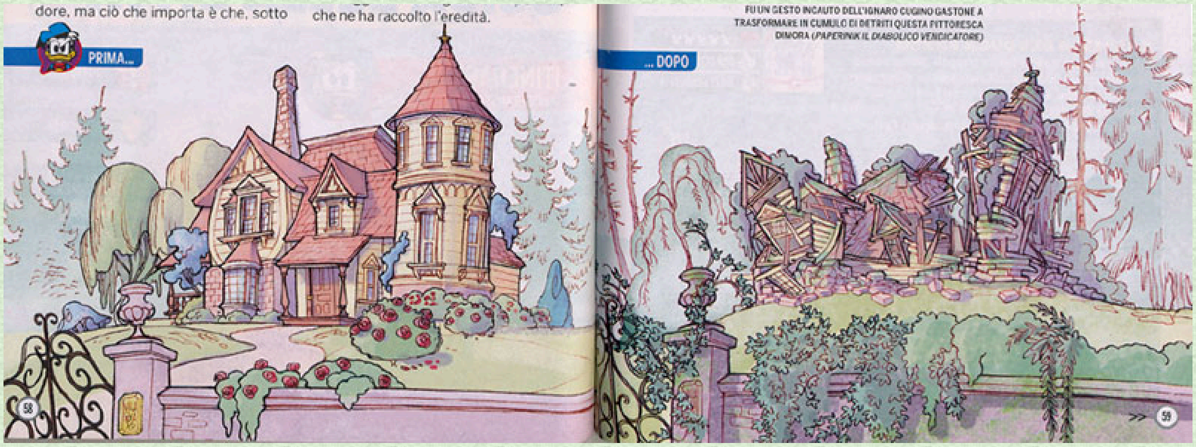
Marco Gervasio shows us that **Salimbeti** was a fellow pilot of **Quackett** during the first World War. Probably an ace of Duckburg aviation of that period to which the city dedicated a street and later a square.



Still mde by Stefano Intini is this beautiful alternative cover to the comic book **TOPOLINO n. 3048** on which the "crossroads" story ***PAHNTOM DUCK...IN THE DESTINY OF A HERO*** is published. In this sketch **Donald Duck**, **Scrooge McDuck** and **Gladstone Gander** are represented in the main hall of Villa Rose.

A probable representation of the Villa Rose hideout is also included in the special edition comics **PAPERINIK UN EROE E MILLE GADGET** (**DUCK AVENGER A HERO AND HUNDREDS GADGET**) published in November 2011. In this drawing Marco Gervasio shows several of the strange special devices used by **DUCK AVENGER**.



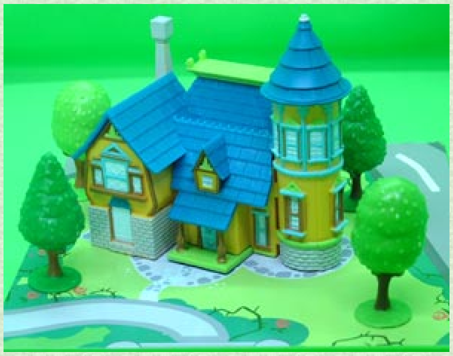

dore, ma ciò che importa è che, sotto
che ne ha raccolto l'eredità.
PRIMA...
FU UN GESTO INCAUTO DELL'IGNARO CUGINO GASTONE A TRASFORMARE IN CUMULO DI DETRITI QUESTA PITTORESCA DIMORA (PAPERINIK IL DIABOLICO VENDICATORE)
... DOPO
58
59

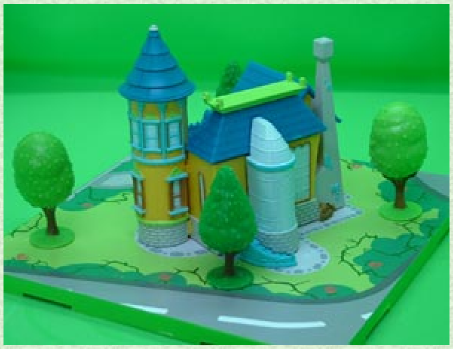
An interesting representation of Villa Rose how it was during the 20s and after its destruction is made by the talented architect/Disney artist Blasco Pisapia in one of his special articles entitled: Duckburg city guide, published on the Italian comic book **TOPOLINO in September of 2014.**

The drawing of Blasco Pisapia is more or less taken as reference by the Centauria company for the realization of the Villa Rose plastic model included in the issue 27 and 28 of the collection I LOVE PAPEROPOLI, where many houses and the most importanto elements of Duckburd are reproduced. The two booklets also includes several invormation and curiosity about this main secret hideout of **Fantomallard**.

Dal mondo di TOPOLINO
27
I LOVE PAPEROPOLI
LA CITTÀ PIÙ DIVERTENTE DEL MONDO A CASA TUA
CON I SUOI ABITANTI
CONTIENE UNA STORIA POSTER
VILLA ROSA

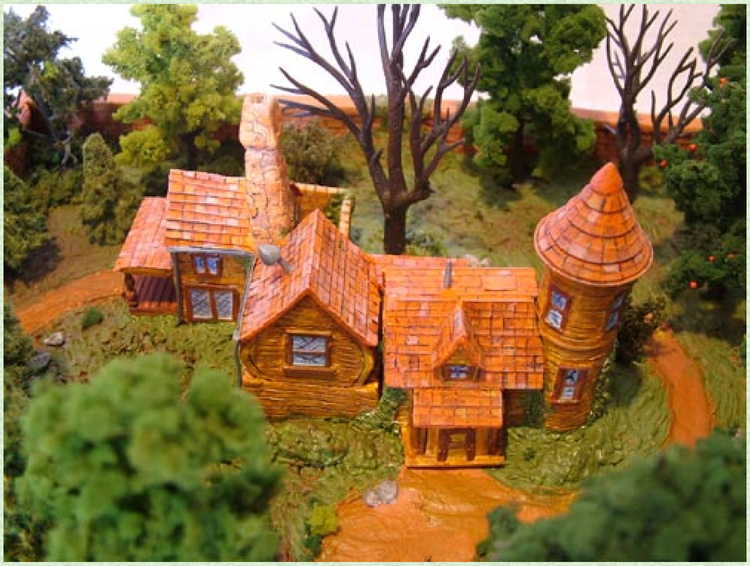
Dal mondo di TOPOLINO
28
I LOVE PAPEROPOLI
LA CITTÀ PIÙ DIVERTENTE DEL MONDO A CASA TUA
CON I SUOI ABITANTI
CONTIENE UNA STORIA POSTER
UN RIFUGIO PER PAPERINIK

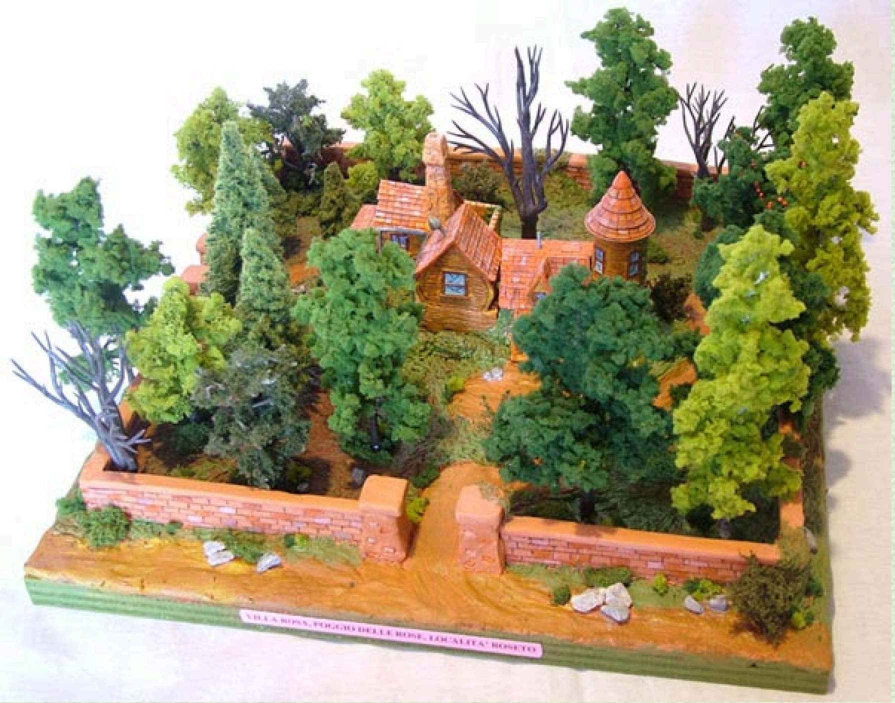




Unfortunalelly the model is featrured in a too much toy style, the back part, not visible in the Pisapia drawing, is not very credible and logical, with an absurd and useless panoramic window, but without the necessary garage end without the famous small backyard surrounded by a high brick wall which was well represented in the first adventure of **Duck Avenger**. Also unlikely is the coloring expecially the absurd blue color of the roof.

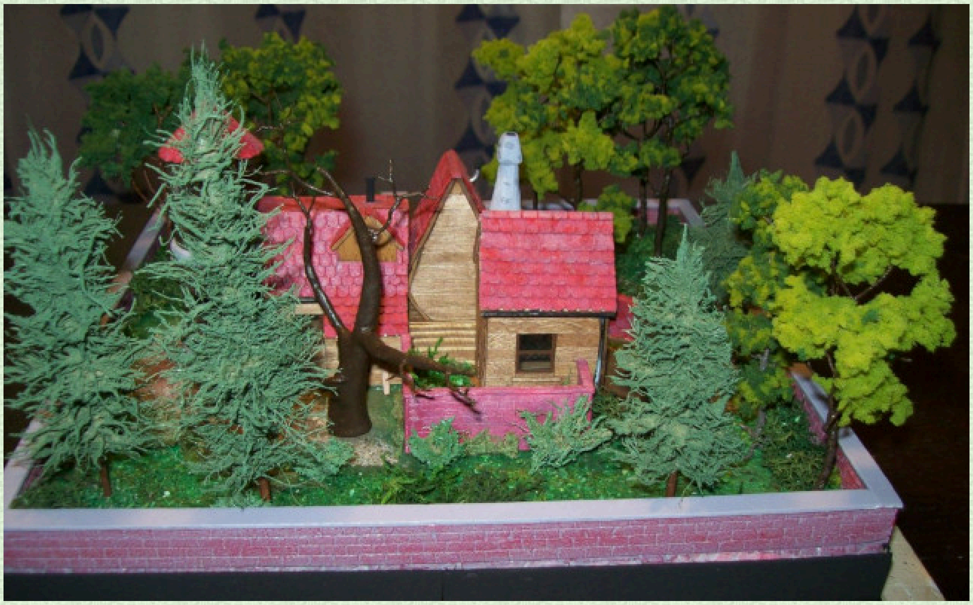
The Centauria model has been thus properly modified in accordance with the first images of the Villa as it was found by **Donald** in the adventure **PAPERINIK IL DIABOLICO VENDICATORE**. (**DUCK AVENGER THE DEVILISH AVENGER**).

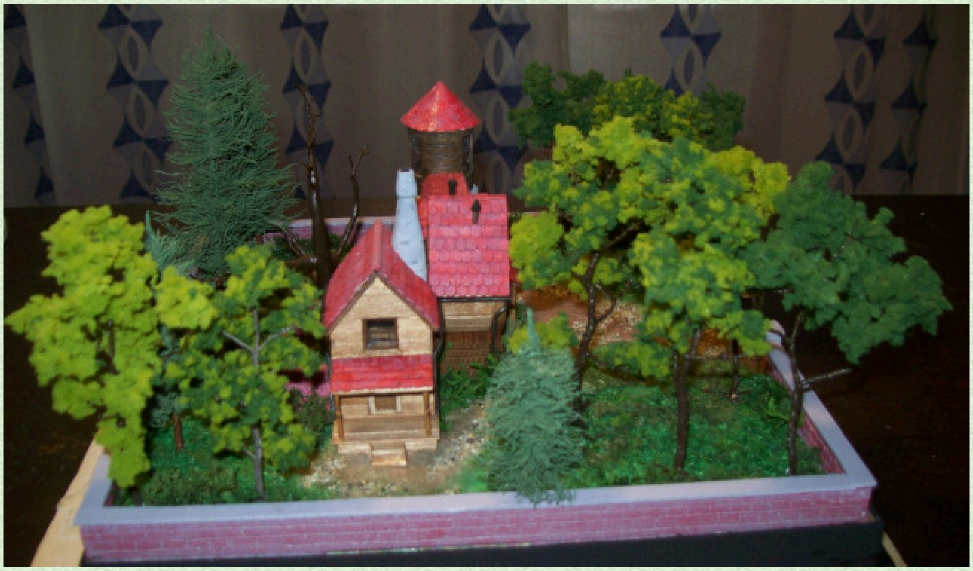



VILLA ROSA, POGGIO DELLE ROSE, LOCALITA' ROSETO

The model looks now less toy style. The relevant wooded park delimitated by a brick wall has been also reconstructed.

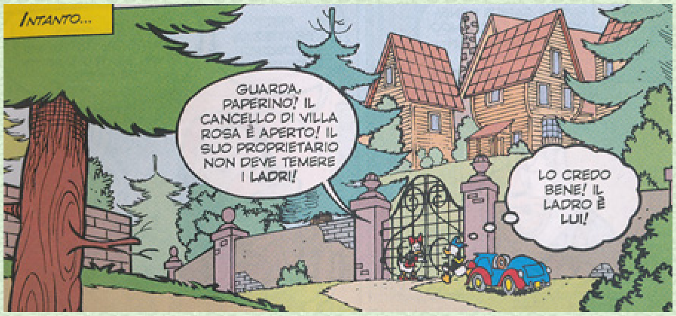
A simil diorama has been made by Rocchietti Germano using different kind of recycled material.



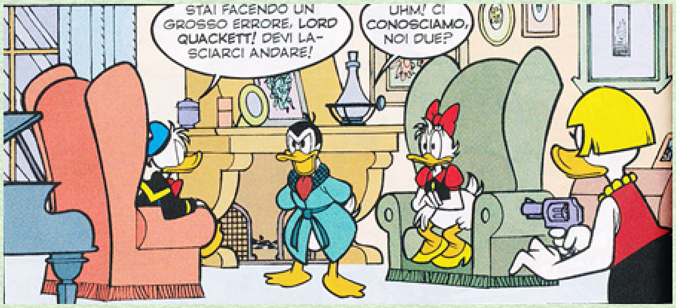


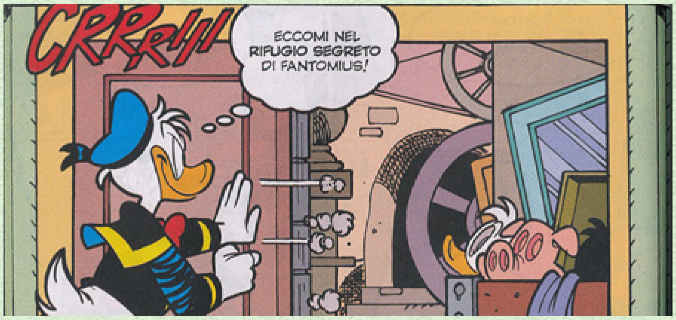
Also in this case the model reflect the Villa Rose representation in the comics stories with the relevant wooded park delimitated by a brick wall.

Villa Rose at the time of **Fantomallard** is represented, in a way too "blocks" style and on an excessively sloping hill, by Bruno Enna and Paolo De Lorenzi in the second episode of the story **THE BIG RACE** titled **INTO THE PAST**. In this adventure some well-known personalities of Duckburg are involved by a strange elf named **Gin** in a car race through the time to find the place where has been hidden the stollen first dime of **Scrooge**.
Returning to late 20's, thus at the time of the gentleman thief, **Donald** and **Daisy** go Villa Rose where they meet the real **FANTOMALLARD** and **Dolly Paprika**

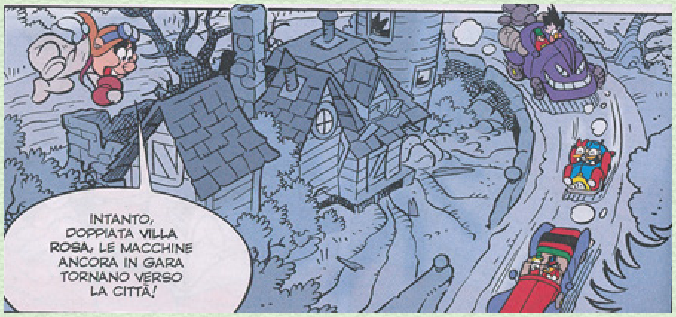

INTANTO...
GUARDA, PAPERINO! IL CANCELLO DI VILLA ROSA È APERTO! IL SUO PROPRIETARIO NON DEVE TEMERE I LADRI!
LO CREDO BENE! IL LADRO È LUI!

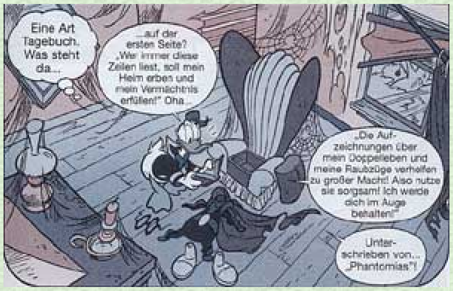
In this story also some internal rooms of Villa Rose are shown including the main hall and the secret headquarters of **Fantomallard** located in the underground basement of the Villa as already shown by Carpi and Michelini in the story **PAHNTOM DUCK AND THE RETURN TO VILLA ROSE**.

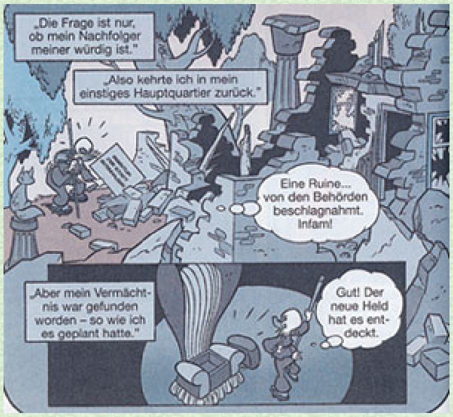

STAI FACENDO UN GROSSO ERRORE, LORD QUACKETT! DEVI LASCIARCI ANDARE!
UHM! CI CONOSCIAMO, NOI DUE?

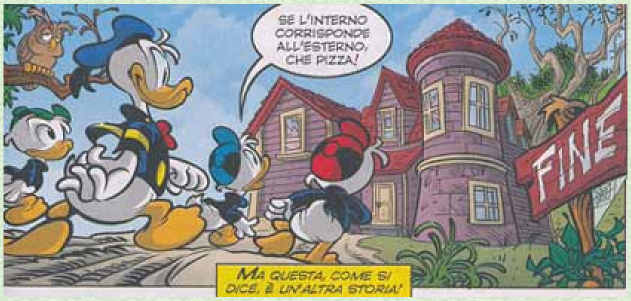

CRRRIII
ECCOMI NEL RIFUGIO SEGRETO DI FANTOMIUS!

An enough well-made representation of Villa Rose, although strangely not destroyed, is also shown by Bruno Enna and Alessandro Perina in the fourth and final episode of the story **THE BIG RACE** titled **INTO THE PRESENT**. In this adventure various character from Duckburg are involved by strange elf named **Gin** in a car race through time. When they are back into the present time and in the last phase of the race they run in proximity of Villa Rose


INTANTO, DOPPIATA VILLA ROSA, LE MACCHINE ANCORA IN GARA TORNANO VERSO LA CITTÀ!

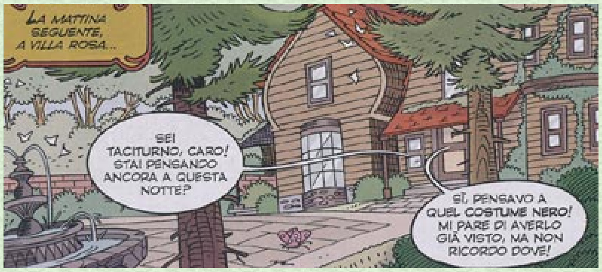

Eine Art Tagebuch. Was steht da...
...auf der ersten Seite? „Wer immer diese Zeilen liest, soll mein Heim erben und mein Vermächtnis erfüllen!" Oha...
„Die Aufzeichnungen über mein Doppelleben und meine Raubzüge verhelfen zu großer Macht! Also nutze sie sorgsam! Ich werde dich im Auge behalten!"
Unterschrieben von... „Phantomias"!

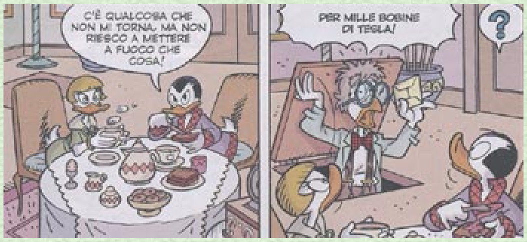

„Die Frage ist nur, ob mein Nachfolger meiner würdig ist."
„Also kehrte ich in mein einstiges Hauptquartier zurück."
Eine Ruine... von den Behörden beschlagnahmt. Infam!
„Aber mein Vermächtnis war gefunden worden – so wie ich es geplant hatte."
Gut! Der neue Held hat es entdeckt.


SE L'INTERNO CORRISPONDE ALL'ESTERNO, CHE PIZZA!
FINE
MA QUESTA, COME SI DICE, È UN'ALTRA STORIA!

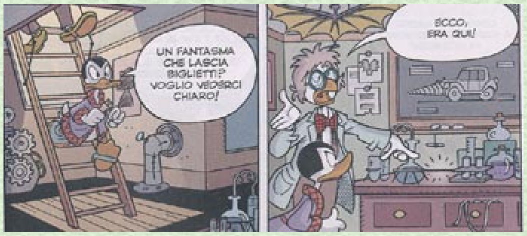
A very interesting tribute to the first story of **Duck Avenger** when for the first time **Donald** and nepheves go to Villa Rose is shown by the three Italian authors Artibami, Mottura and Monteduro at the end of the crossover story between **PK** and **Double Duck** titled **PK TIMECRIME DD**

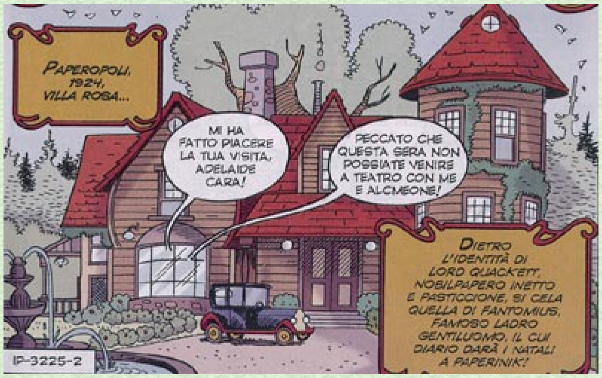
An image of Villa Rose in the 1924 it is also shown by Gervasio in the story **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO-NOTRE DUCK** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- NOTRE DUCK**)


LA MATTINA SEGUENTE, A VILLA ROSA...
SEI TACITURNO, CARO! STAI PENSANDO ANCORA A QUESTA NOTTE?
SÌ, PENSAVO A QUEL COSTUME NERO! MI PARE DI AVERLO GIÀ VISTO, MA NON RICORDO DOVE!


C'È QUALCOSA CHE NON MI TORNA, MA NON RIESCO A METTERE A FUOCO CHE COSA!
PER MILLE BOBINE DI TESLA!
?

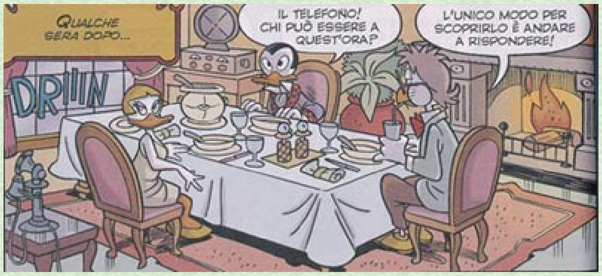
In this adventure what could reasonably be the Villa Rose kitchen is shown. A secret passage connecy directelly this room with the secret laboratory

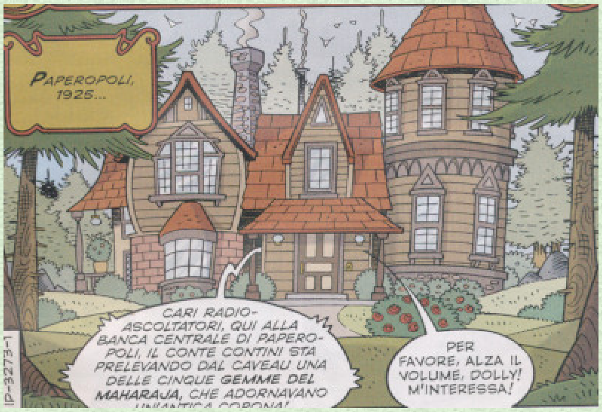

UN FANTASMA CHE LASCIA BIGLIETTI? VOGLIO VEDERCI CHIARO!
ECCO, ERA QUI!


PAPEROPOLI, 1924, VILLA ROSA...
MI HA FATTO PIACERE LA TUA VISITA, ADELAIDE CARA!
PECCATO CHE QUESTA SERA NON POSSIATE VENIRE A TEATRO CON ME E ALCMEONE!
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!
IP-3225-2

A beautiful image of Villa Rose always as it was in the 1924 is shown in the adventure **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO- SENZA MASCHERA** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- WITHOUT MASK**)

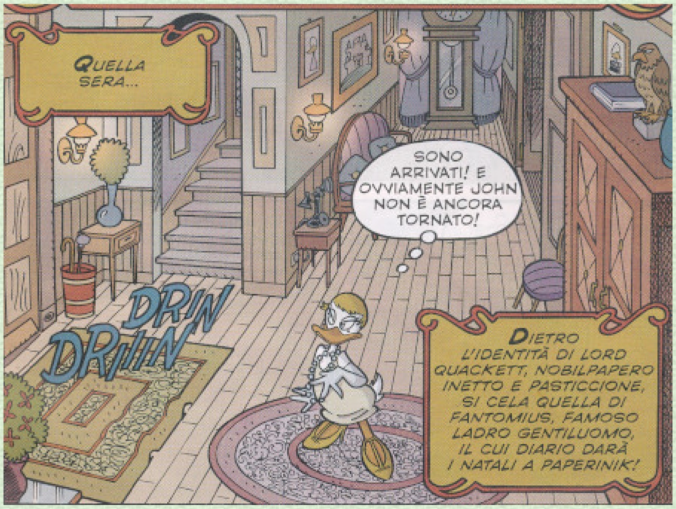
Lord Quacket, **Dolly Duck** and **Copernicus Gearloose** have a meal in the living room at the second floor of Villa Rose inthe story **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO - LA SFIDA DI FANTOMIUS** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE CHALLENGE OF FANTOMALLARD**)

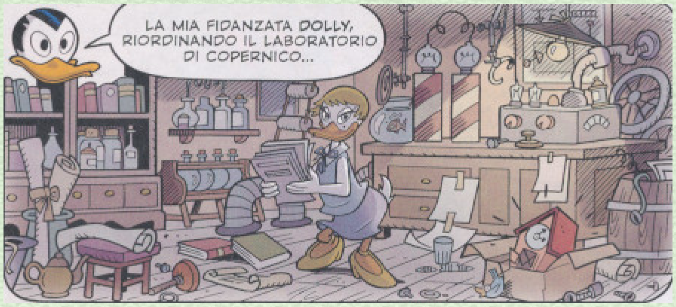

QUALCHE SERA DOPO...
DRIIIN
IL TELEFONO! CHI PUÒ ESSERE A QUEST'ORA?
L'UNICO MODO PER SCOPRIRLO È ANDARE A RISPONDERE!


PAPEROPOLI, 1925...
CARI RADIO-ASCOLTATORI, QUI ALLA BANCA CENTRALE DI PAPEROPOLI, IL CONTE CONTINI STA PRELEVANDO DAL CAVEAU UNA DELLE CINQUE GEMME DEL MAHARAJA, CHE ADORNAVANO UN'ANTICA CORONA!
PER FAVORE, ALZA IL VOLUME, DOLLY! M'INTERESSA!
IP-3273-1

Another beautiful image of Villa Rose in 1925 (even if represented with an excess of modifications compared to the structure of the previous stories) is show in the story **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO- LA NOTTE DELLE GEMME** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF THE GEMES**)

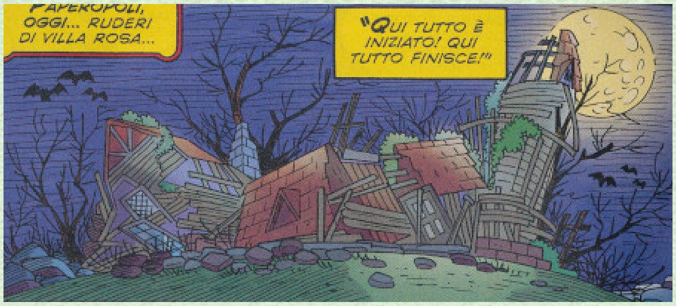
In the same adventure Gervasio also shows the main entrance of the Villa where on the right there are the large doors of the main living room (the one with the big armchair and the mobile fireplace), the stairs on the left lead to the kitchen while the wardrobe on the right hide a secret entrance to the first level hideout.

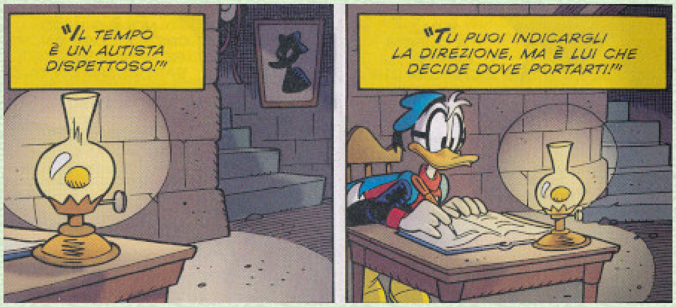

QUELLA SERA...
SONO ARRIVATI! E OVVIAMENTE JOHN NON È ANCORA TORNATO!
DRIN DRIIIN
DIETRO L'IDENTITÀ DI LORD QUACKETT, NOBILPAPERO INETTO E PASTICCIONE, SI CELA QUELLA DI FANTOMIUS, FAMOSO LADRO GENTILUOMO, IL CUI DIARIO DARÀ I NATALI A PAPERINIK!


LA MIA FIDANZATA DOLLY, RIORDINANDO IL LABORATORIO DI COPERNICO...

A beautiful image of the **Copernicus**'s secret laboratory in Villa Rose in the 1925 is represented by Gervasio in the legendary story **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO- I DUE VENDICATORI** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TWO AVENGERS**)

Always in the same story Gervasio shows the remains of Villa Rose at the time period of **Donald Duck**.

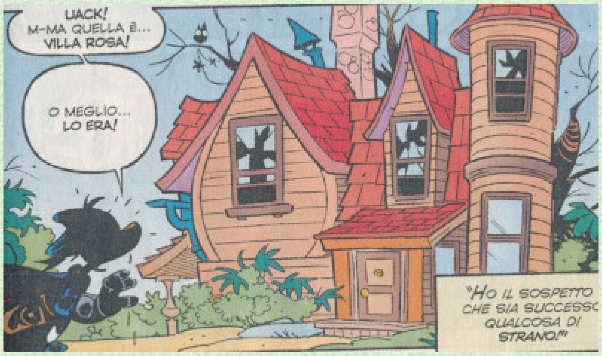

PAPEROPOLI, OGGI... RUDERI DI VILLA ROSA...
"QUI TUTTO È INIZIATO! QUI TUTTO FINISCE!"

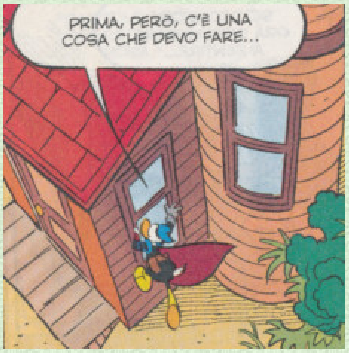

"IL TEMPO È UN AUTISTA DISPETTOSO!"
"TU PUOI INDICARGLI LA DIREZIONE, MA È LUI CHE DECIDE DOVE PORTARTI!"

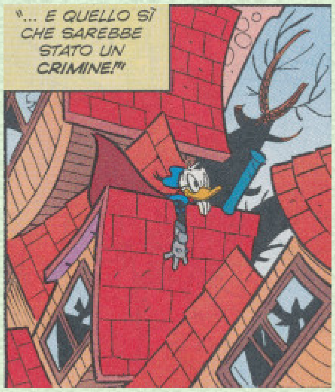
Again in the adventure **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TWO AVENGERS** one of the secret entrance to the first level of the hideout is shown.
In this location **Duck Avenger** keep update his personal secret diary.

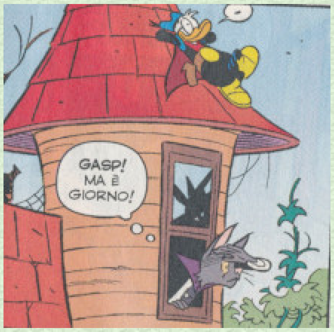
On the occasion of the 50th anniversary of the creation of **Duck Avenger** the story of Andrea Freccero **DUCK AVENGER AND A LEAP IN THE PAST** is published in the monthly **PAPERINIK n ° 30** . In this adventure **Duck Avenger** in a futuristic version **PK** style, unintentionally returns in the past just to Villa Rose when **Donald Duck** discovers the diary of **Fantomallard** deciding to emulate his deeds.

PAPERINIK
50
PANINI COMICS
50 ANNI
Disney


UACK! M-MA QUELLA È... VILLA ROSA!
O MEGLIO... LO ERA!
"HO IL SOSPETTO CHE SIA SUCCESS QUALCOSA DI STRANO."

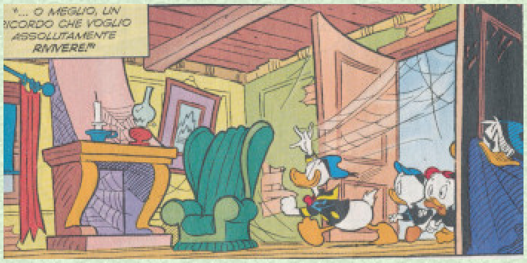

PRIMA, PERÒ, C'È UNA COSA CHE DEVO FARE...

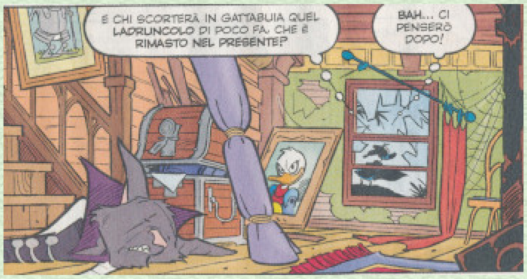

"... E QUELLO SÌ CHE SAREBBE STATO UN CRIMINE!"

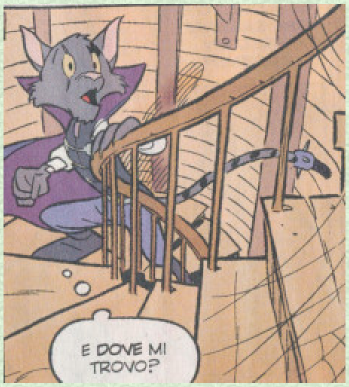

GASP! MA È GIORNO!

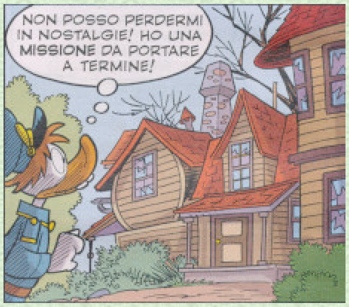
In this story, Freccero shows us well done different views of the villa as found by **Donald**.

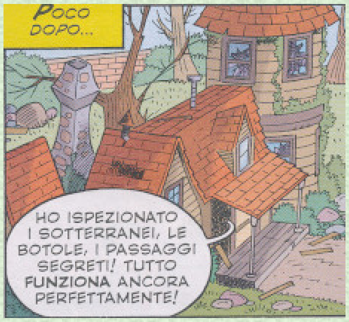
In addition to the usual main living room Freccero shows us the first floor of the tower with spiral staircases.


"... O MEGLIO, UN RICORDO CHE VOGLIO ASSOLUTAMENTE RIVIVERE!"


E CHI SCORTERÀ IN GATTABUIA QUEL LADRUNCOLO DI POCO FA, CHE È RIMASTO NEL PRESENTE?
BAH... CI PENSERÒ DOPO!

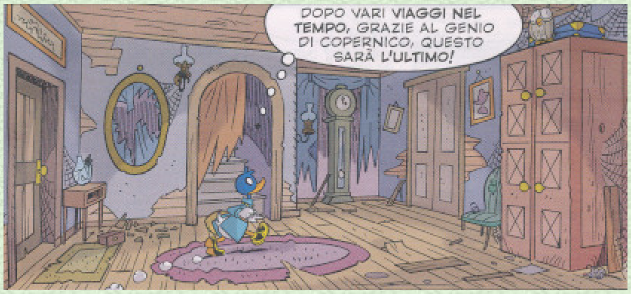

E DOVE MI TROVO?

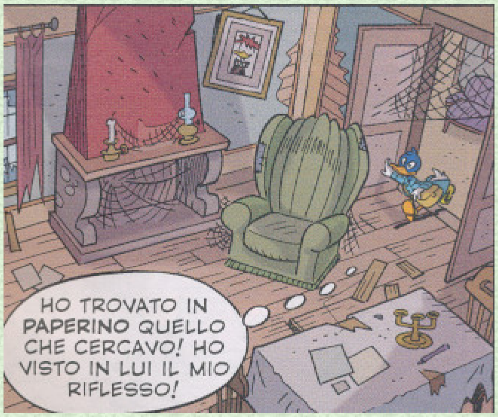

NON POSSO PERDERMI IN NOSTALGIE! HO UNA MISSIONE DA PORTARE A TERMINE!

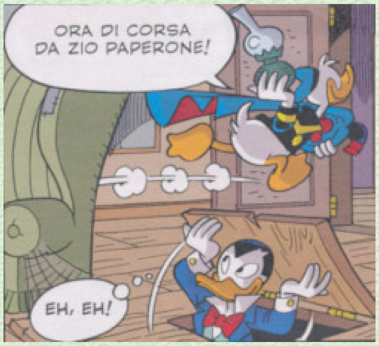

POCO DOPO...
HO ISPEZIONATO I SOTTERRANEI, LE BOTOLE, I PASSAGGI SEGRETI! TUTTO FUNZIONA ANCORA PERFETTAMENTE!

In the mythological story **DUCK AVENGER, IT ALL STARTED LIKE THIS** where legend has it that **Fantomallard** has gone to the future so that **Donald Duck** becomes the owner of Villa Rose, read his diary and turn into **Duck Avenger**, Gervasio again shows us Villa Rose as it was found by **Donald**.

Gervasio shows us well done the main entrance and the famous salon with the mobile fireplace and the big armchair.

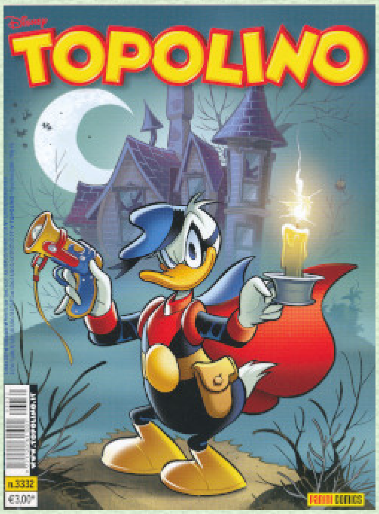

DOPO VARI VIAGGI NEL TEMPO, GRAZIE AL GENIO DI COPERNICO, QUESTO SARÀ L'ULTIMO!

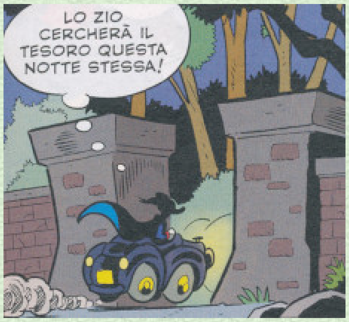

HO TROVATO IN PAPERINO QUELLO CHE CERCAVO! HO VISTO IN LUI IL MIO RIFLESSO!

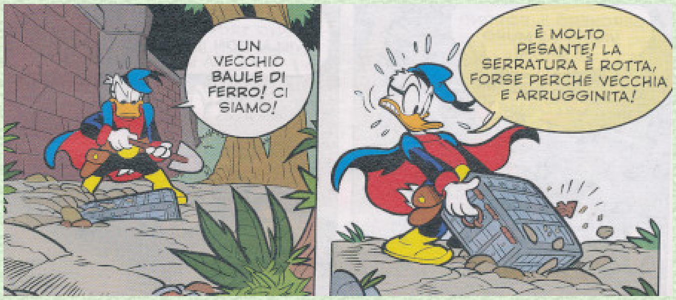

ORA DI CORSA DA ZIO PAPERONE!
EH, EH!

In the main hall Gervasio shows us again the secret trapdoor, connected with the basement of the first level.

Villa Rose is well represented by Freccero in the cover of TOPOLINO comic book n. 3332 in which is published the first episode of the adventure by Gervasio **DUCK AVENGER AND THE DISCIDE OF VILLA ROSE**.

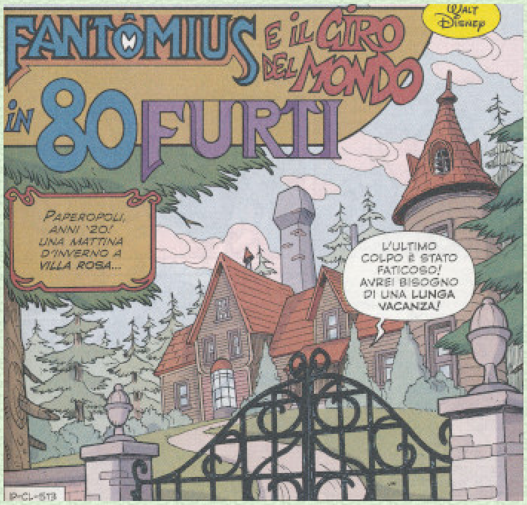

Disney
TOPOLINO
n. 3332
€3,00*
PANINI COMICS

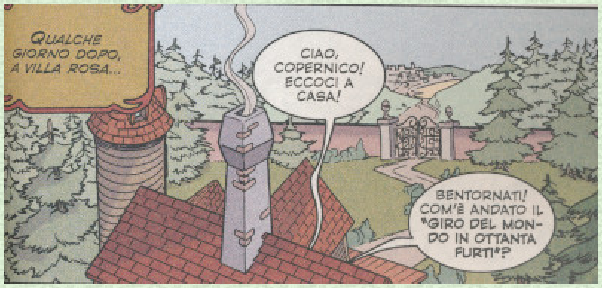

LO ZIO CERCHERÀ IL TESORO QUESTA NOTTE STESSA!

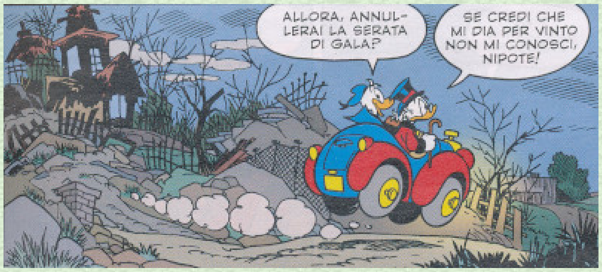

UN VECCHIO BAULE DI FERRO! CI SIAMO!
È MOLTO PESANTE! LA SERRATURA È ROTTA, FORSE PERCHÉ VECCHIA E ARRUGGINITA!

In this story Pastrovicchio shows the main entrance of the Villa Rose park and the wall where in the 20's the gangster **Al Testone** buried a treasure without **Lord Quackett**'s knowledge.
In this adventure **Duck Avenger** tries to prevent **Scrooge**, **Rockerduck** and **Gladstone** from seizing the treasure, discovering that in reality **Fantomallard** had already found the booty at the time.

Villa Rosa is also represented by Sergio Cabella in some link pages (**FANTOMALLARD AROUND THE WORLD IN 80 THEFTS**) between some of the stories of the gentleman thief saga reprinted in number 3 of the CLASSICI DISNEY titled **FANTOMALLARD PLANETARY THIEF**.

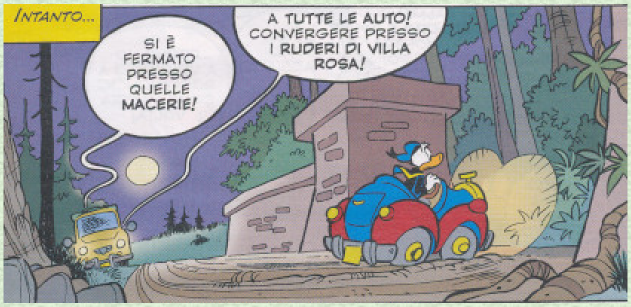

FANTÔMIUS E IL GIRO DEL MONDO IN 80 FURTI
WALT DISNEY
PAPEROPOLI, ANNI '20! UNA MATTINA D'INVERNO A VILLA ROSA...
L'ULTIMO COLPO È STATO FATICOSO! AVREI BISOGNO DI UNA LUNGA VACANZA!

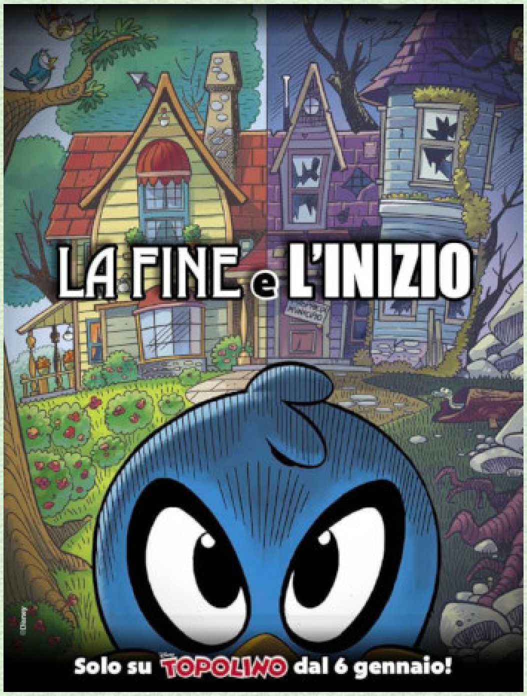

QUALCHE GIORNO DOPO, A VILLA ROSA...
CIAO, COPERNICO! ECCOCI A CASA!
BENTORNATI! COM'È ANDATO IL "GIRO DEL MONDO IN OTTANTA FURTI"?


ALLORA, ANNULLERAI LA SERATA DI GALA?
SE CREDI CHE MI DIA PER VINTO NON MI CONOSCI, NIPOTE!

The remains of Villa Rose are also represented by Cavazzano in the adventure by Gervasio **DUCK AVENGER AND THE SECRET OF THE SECRET INDENTITY**.

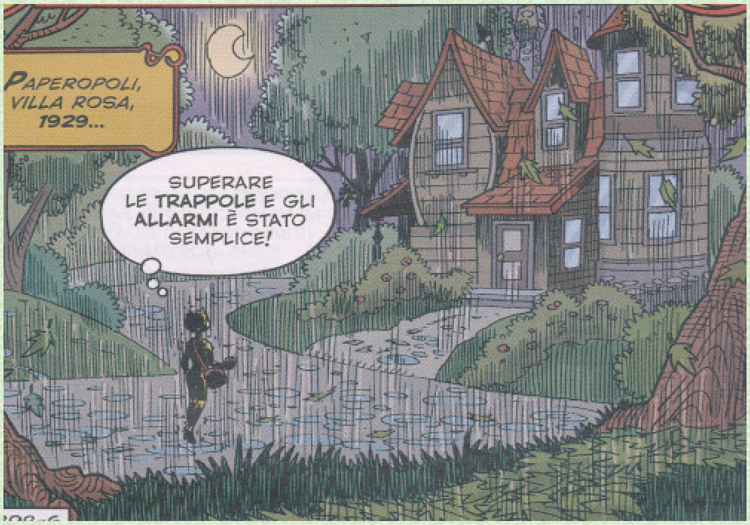
The outer wall with the entrance to the park is also shown in the story of Gervasio and Cesarello **CACCIA A PAPERINIK** (**HUNT FOR DUCK AVENGER**).

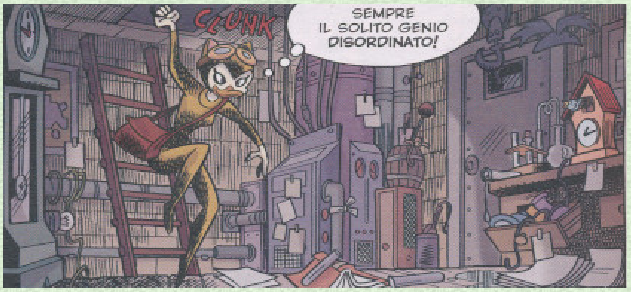

INTANTO...
SI È FERMATO PRESSO QUELLE MACERIE!
A TUTTE LE AUTO! CONVERGERE PRESSO I RUDERI DI VILLA ROSA!

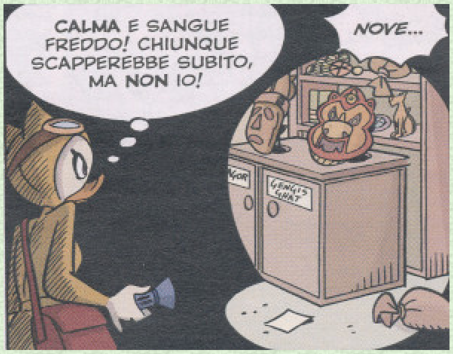

LA FINE e L'INIZIO
Solo su TOPOLINO dal 6 gennaio!
©Disney

A beautiful drawing of Villa Rose "before and after" is made by Gervasio and published on TOPOLINO n. 3395 and n.3397 as presentation of the new long and mythological adventure (in four episode) of the **Fantomallard**'s saga titled **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** which it will be start to be published on TOPOLINO n. 3398.

In the prologue of this long , legendary and intriguing story Marco Gervasio shows a beautiful representation of Villa Rose in the 1929.

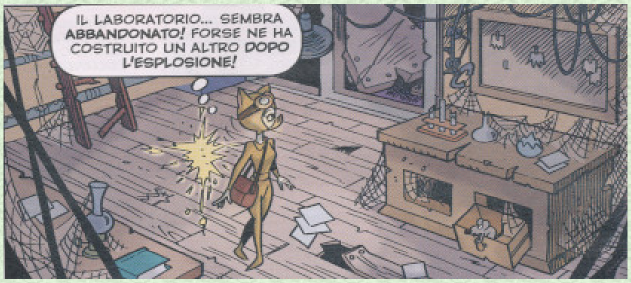

PAPEROPOLI, VILLA ROSA, 1929...
SUPERARE LE TRAPPOLE E GLI ALLARMI È STATO SEMPLICE!

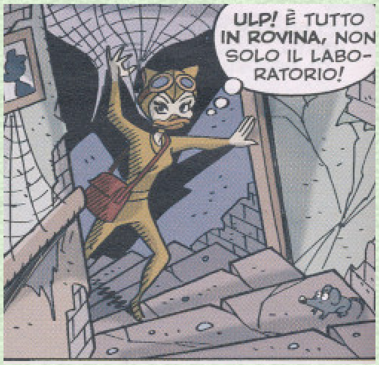

CLUNK
SEMPRE IL SOLITO GENIO DISORDINATO!

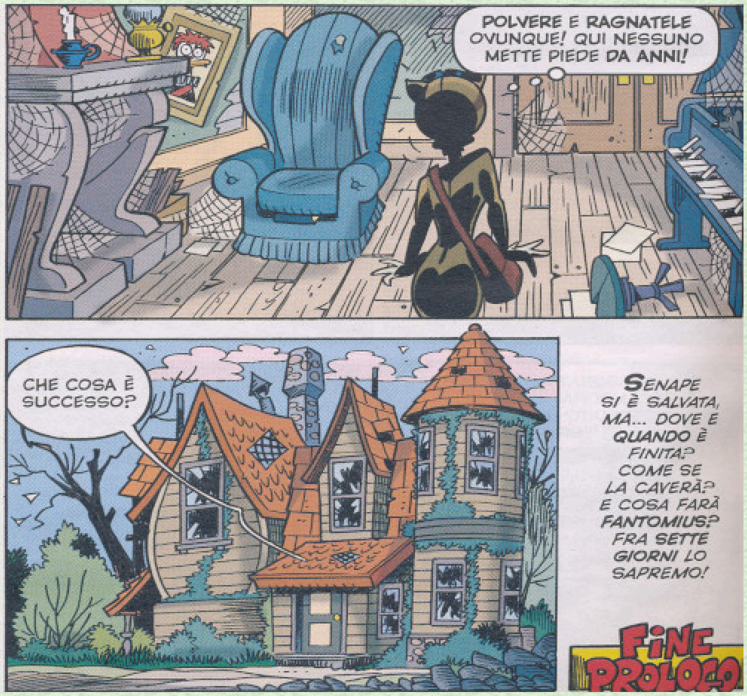

CALMA E SANGUE FREDDO! CHIUNQUE SCAPPEREBBE SUBITO, MA NON IO!
NOVE...
KOR

Always in the same prologue is show again the **Copernicus** secret laboratory and one of the hideout rooms in which **Fantomallard** hide some of his stolen treasures.

In the same prologue Marco Gervasio shows again the secret laboratory but in a state of abandoned during **Donal Duck** time period. The stairs connecting the first level of the hideout into the Villa are also shown.

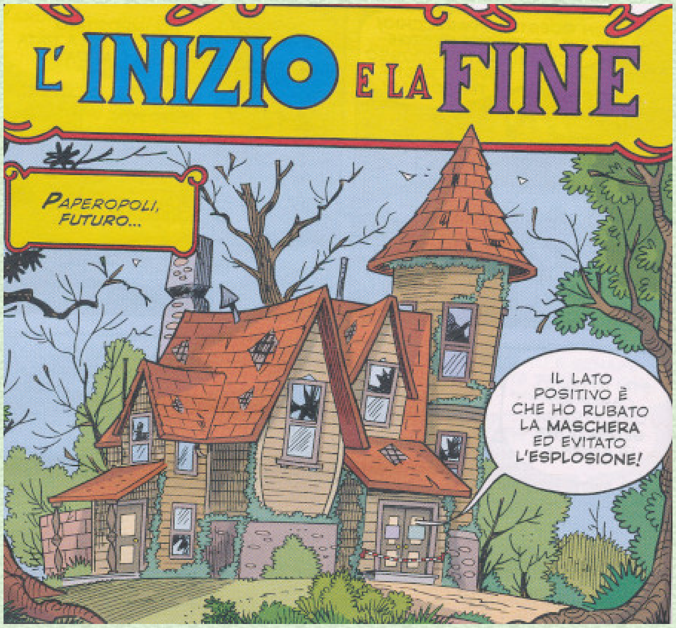

IL LABORATORIO... SEMBRA ABBANDONATO! FORSE NE HA COSTRUITO UN ALTRO DOPO L'ESPLOSIONE!

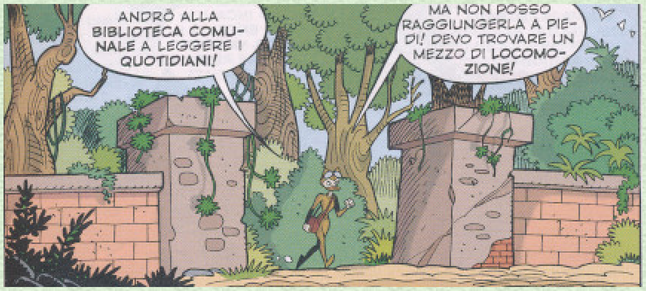

ULP! È TUTTO IN ROVINA, NON SOLO IL LABORATORIO!


POLVERE E RAGNATELE OVUNQUE! QUI NESSUNO METTE PIEDE DA ANNI!
CHE COSA È SUCCESSO?
SENAPE SI È SALVATA, MA... DOVE E QUANDO È FINITA? COME SE LA CAVERÀ? E COSA FARÀ FANTOMIUS? FRA SETTE GIORNI LO SAPREMO!
FINE PROLOGO

The last two frames of the prologue show a great representation of the villa maid living room and the outside view always during **Donal Duck** time period before he discovered the **Fantomallard**'s diary.

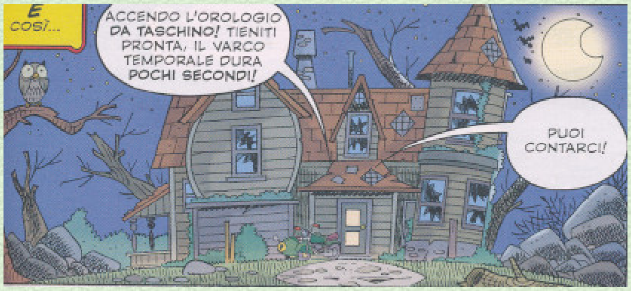
Another beautiful image of the ruined Villa Rose at the time of **Donald** is also shown by Gervasio in the first episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- THE BEGINNING AND THE END**.

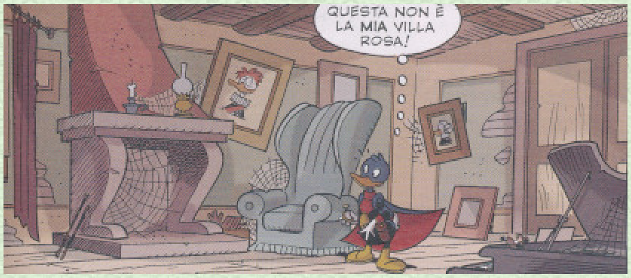

L' INIZIO E LA FINE
PAPEROPOLI, FUTURO...
IL LATO POSITIVO È CHE HO RUBATO LA MASCHERA ED EVITATO L'ESPLOSIONE!

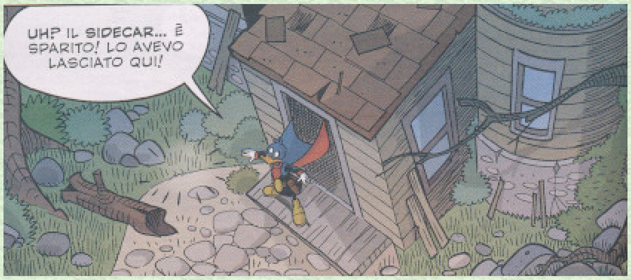

ANDRÒ ALLA BIBLIOTECA COMUNALE A LEGGERE I QUOTIDIANI!
MA NON POSSO RAGGIUNGERLA A PIEDI! DEVO TROVARE UN MEZZO DI LOCOMOZIONE!

In the same episode it is also whown by Gervasio the main entrance of the Villa Rose park.

In the second episode of the story **THE BEGINNING AND THE END** Gervasio shows again Villa Rose at the time of **Donald**.

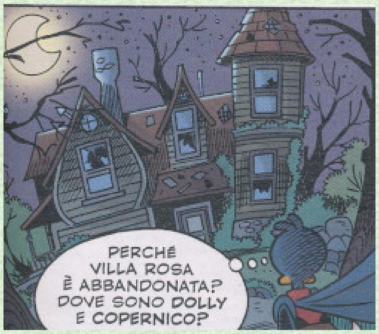

E COSÌ...
ACCENDO L'OROLOGIO DA TASCHINO! TIENITI PRONTA, IL VARCO TEMPORALE DURA POCHI SECONDI!
PUOI CONTARCI!

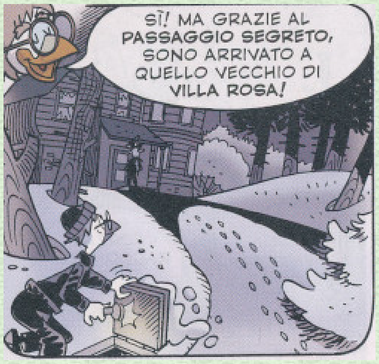

QUESTA NON È LA MIA VILLA ROSA!


UH? IL SIDECAR... È SPARITO! LO AVEVO LASCIATO QUI!

In the same episode Gervasio shows that Villa Rose has been abbandoned at the end of 1930.

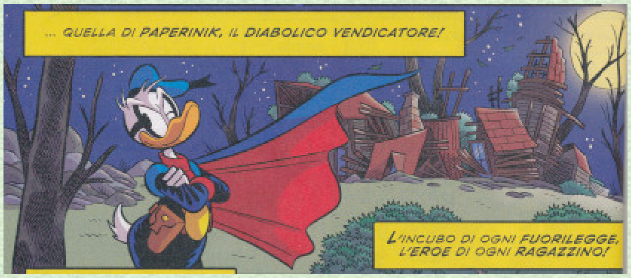
In the next episode, the narration, as legendary as it is improbable, tells that Villa Rosa was abandoned after an improbable **Flintheart Glomgold**, assuming control of the city and being aware of the secret identity of the gentleman thief made the Villa constantly guarded.

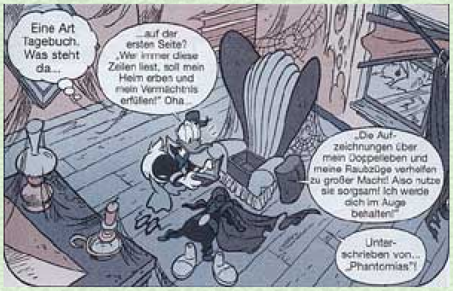

PERCHÈ VILLA ROSA È ABBANDONATA? DOVE SONO DOLLY E COPERNICO?

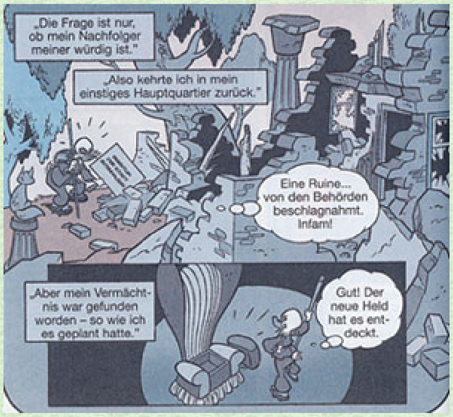

SÌ! MA GRAZIE AL PASSAGGIO SEGRETO, SONO ARRIVATO A QUELLO VECCHIO DI VILLA ROSA!

In the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DAWN OF FANTOMALLARD** it is show one of the secret passage to the Villa hideouts located in the park.

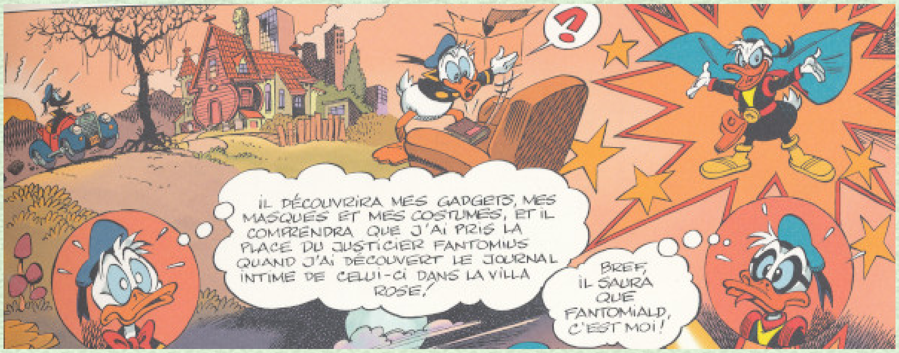
The remains of Villa Rose with **Duck Avenger** are also well represented in the story **AREA 15 AN ORIGIN STORY**.


... QUELLA DI PAPERINIK, IL DIABOLICO VENDICATORE!
L'INCUBO DI OGNI FUORILEGGE, L'EROE DI OGNI RAGAZZINO!

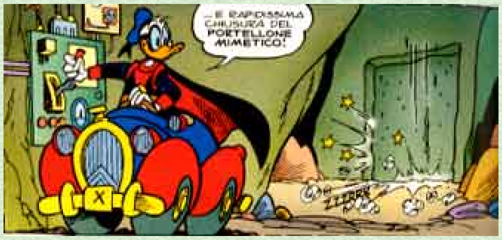

Eine Art Tagebuch. Was steht da...
...auf der ersten Seite? „Wer immer diese Zeilen liest, soll mein Heim erben und mein Vermächtnis erfüllen!" Oha...
„Die Aufzeichnungen über mein Doppelleben und meine Raubzüge verhelfen zu großer Macht! Also nutze sie sorgsam! Ich werde dich im Auge behalten!"
Unterschrieben von... „Phantomias"!


„Die Frage ist nur, ob mein Nachfolger meiner würdig ist."
„Also kehrte ich in mein einstiges Hauptquartier zurück."
Eine Ruine... von den Behörden beschlagnahmt. Infam!
„Aber mein Vermächtnis war gefunden worden – so wie ich es geplant hatte."
Gut! Der neue Held hat es entdeckt.

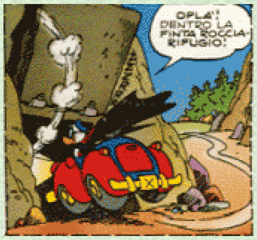
The large living room and the creepy remains of Villa Rose are also shown in some drawings of the strange but interesting Danish story of Andreas Pihl and Mardon Smet **THE LEGACY** published in 2005 in several Northern European countries.
In this original adventure even the character of **Fantomius** is shown.

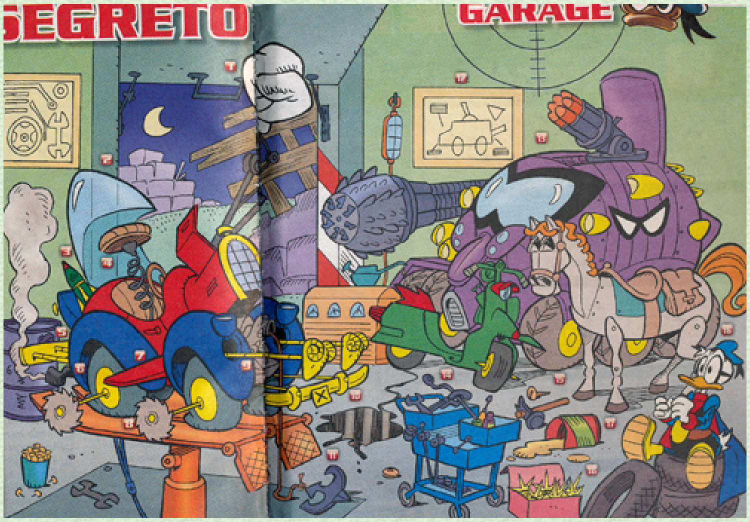

!
IL DÉCOUVRIRA MES GADGETS, MES MASQUES ET MES COSTUMES, ET IL COMPRENDRA QUE J'AI PRIS LA PLACE DU JUSTICIER FANTOMIUS QUAND J'AI DÉCOUVERT LE JOURNAL INTIME DE CELUI-CI DANS LA VILLA ROSE!
BREF, IL SAURA QUE FANTOMIALD, C'EST MOI!

In the french story published in 2024 **UN TRAVAIL POUR FANTOMIALD** (**A WORK FOR DUCK AVENGER**) there are some reference to the **Duck Avenger**'s origins with a not well detailed representation of Villa Rose.


... E RAPIDISSIMA CHIUSURA DEL PORTELLONE MIMETICO!

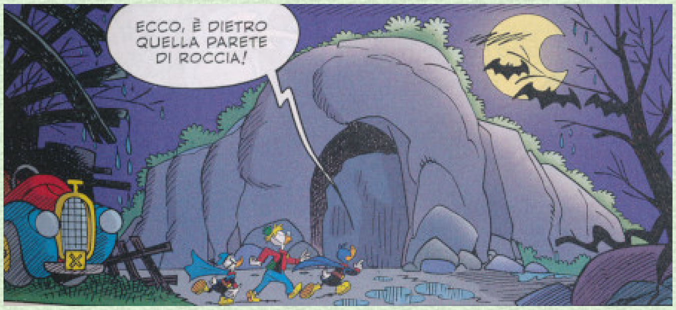
As shown in the story ***PAPERINIK E IL RITORNO A VILLA ROSA*** (***DUCK AVENGER AND THE RETURN TO VILLA ROSE***), along a country road close to Villa Rose and near a precipice there is a large emergency hideout which **FANTOMALLARD** created inside a big fake rock. Inside this hideout **Fantomallard** kept his oversize special devices and machinery

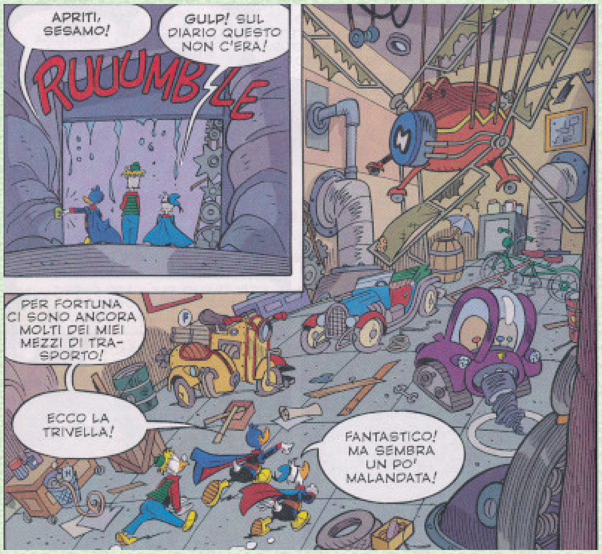

OPLA'! DENTRO LA FINTA ROCCIA-RIFUGIO!


SEGRETO
GARAGE

This special garage has been also used by **DUCK AVENGER** to storage his strange machinery as well represented on a drawing by Marco Gervasio published on the Disney special issue comic **PAPERINIK UN EROE E MILLE GADGET** (**DUCK AVENGER AN HERO AND HUNDEDS GADGETS**.
To be noted on the right wall the drawing of the **FANTOMALLARD**' special car prototype as shown in the first story of **DUCK AVENGER**.

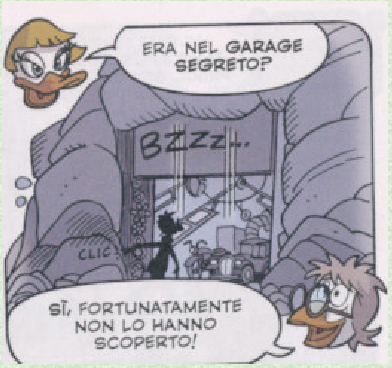
The same garage is shown again by Marco Gervasio in the legendary story ***LE STRABILIANTI IMPRESE DI FANTOMIUS- LADRO GENTILUOMO- I DUE VENDICATORI*** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TWO AVENGERS**). Legend has it that **Fantomallard** after travelling into the future goes to this secret garage together to **Duck Avenger** and **Gyro Geraloose**.
In this adventure **Donald** seems do not know this hideout thus the events of this legend is imagined in a period just before the story **DUCK AVENGER AND THE RETURN TO VILLA ROSE**.


ECCO, È DIETRO QUELLA PARETE DI ROCCIA!

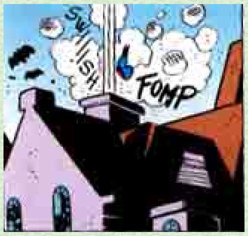

APRITI, SESAMO!
GULP! SUL DIARIO QUESTO NON C'ERA!
RUUUMBLE
PER FORTUNA CI SONO ANCORA MOLTI DEI MIEI MEZZI DI TRA-SPORTO!
ECCO LA TRIVELLA!
FANTASTICO! MA SEMBRA UN PO' MALANDATA!

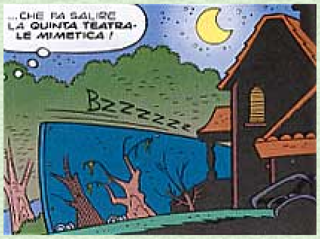
Inside this secret garage **Fantomallard** hides his larger machinery, some of these were still present during **Donald** time period. In the image are in fact visible a steam drilling rover, a special high speed sidecar, one of the variant of the special car, the remains of the aerostatic ballon with propulsive sails and the flying cycle.

The secret garage it is also show in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DAWN OF FANTOMALLARD**.


ERA NEL GARAGE SEGRETO?
BZZZ...
CLIC
SÌ, FORTUNATAMENTE NON LO HANNO SCOPERTO!

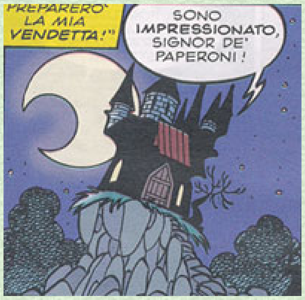
In the story ***PAPERINIK CONTRO LE GIOVANI MARMOTTE*** (***DUCK AVENGER AGAINST THE JUNIOR WOODCHUKS***) **Donald** found for the first time one of the other of **FANTOMALLARD**' hideouts, the Ermine's House located on Dark Peak in the middle of Shadowy Mountains in a locality several miles east of Duckburg.

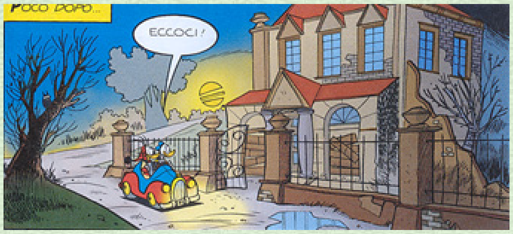



...CHE FA SALIRE LA QUINTA TEATRALE MIMETICA!
BZZZZZZ

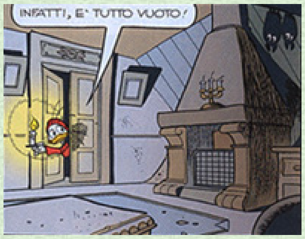
FANTOMALLARD's summer hideout, Villa Lalla, located in the Dune Bay in the locality of the Dark Forest, is shown for the first time in the story ***PAPERINIK E L'ESTATE A VILLA LALLA*** (***DUCK AVENGER AND THE SUMMER AT VILLA LALLA***).
An adventure that starts out well but at the end becomes banal and grotesque.

In the story ***DUCK AVENGER STRIKES AGAIN*** another secret hideout of **FANTOMALLARD** is shown the Dismal Valley Manor located in a not easy accessible area outside Duckburd.
This hideout looks like a fake-medieval castle thus very likely also made by the **Duke Richard Quackett** better known with the nick name of **Mad Duke** who was and ancestor of **Lord John Quackett**.


PREPARERO' LA MIA VENDETTA!"
SONO IMPRESSIONATO, SIGNOR DE' PAPERONI!


POCO DOPO...
ECCOCI!

Even if not confirmed another possible **FANTOMALLARD**' hideout could be the old Villa in the Duckburg park shown in the story ***UNA NOTTE CON PAPERINIK (A NIGHT WITH DUCK AVENGER) .*** Its general design and the fact that **Donald** seems to know very well this Villa could support this theory.

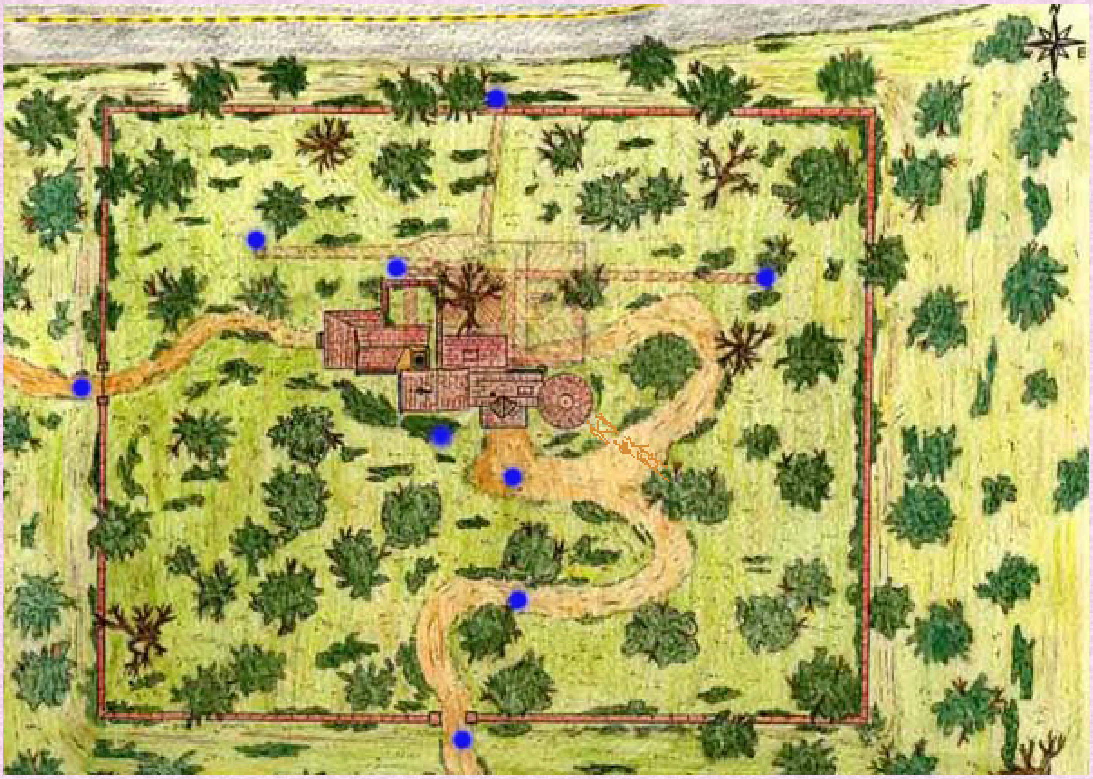

INFATTI, E' TUTTO VUOTO!

TOP

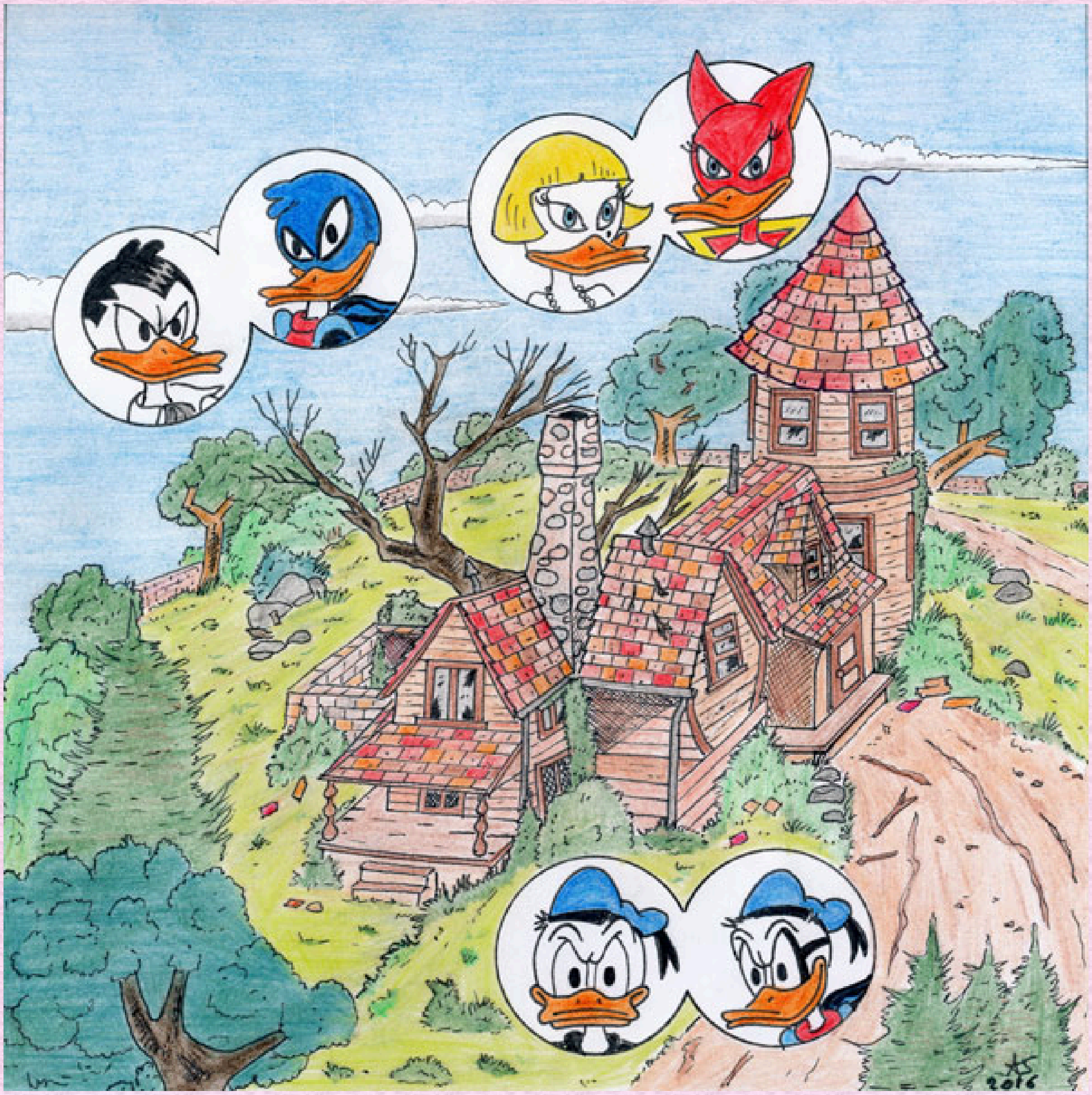
Villa Rose

Roses' Hillock in the Rosary locality of Squash County

Underground map



Duckburg and surroundings

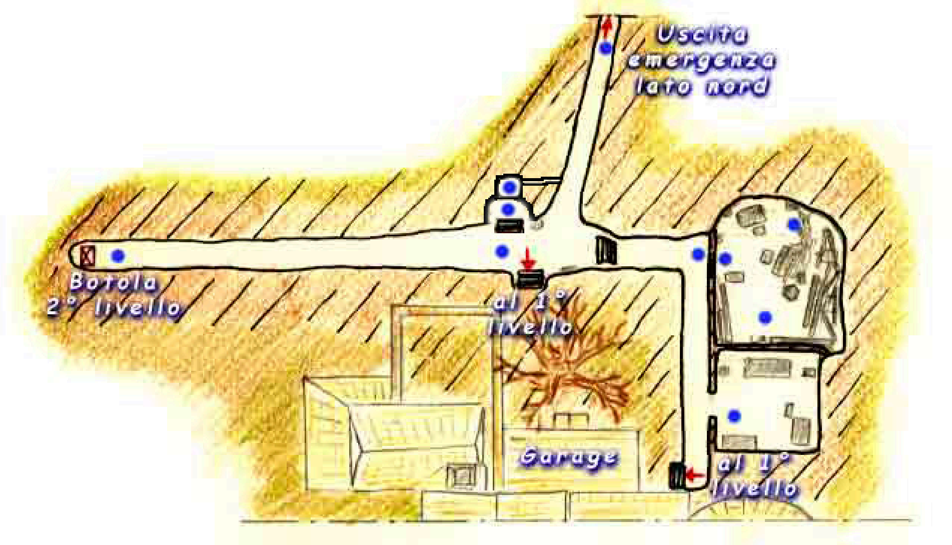

2016

Villa Rose - Old photograph

Villa Rose - Underground

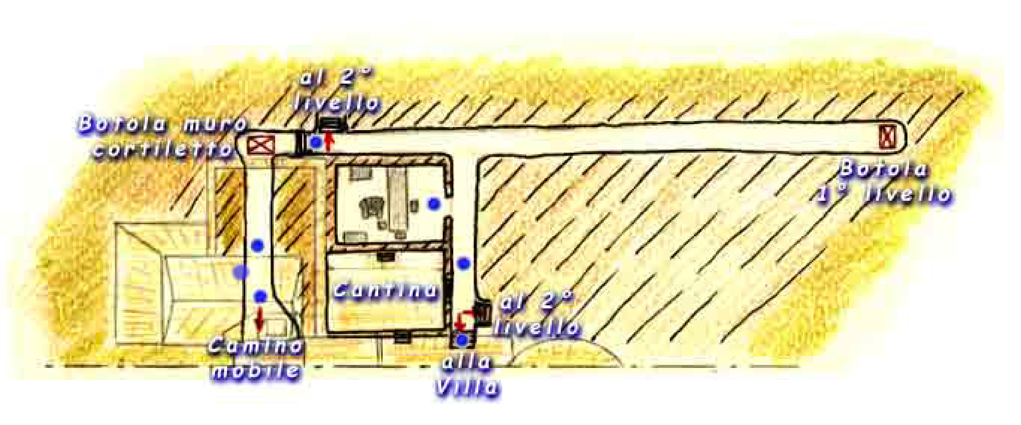
2nd level underground

Aireal map of Villa Rose

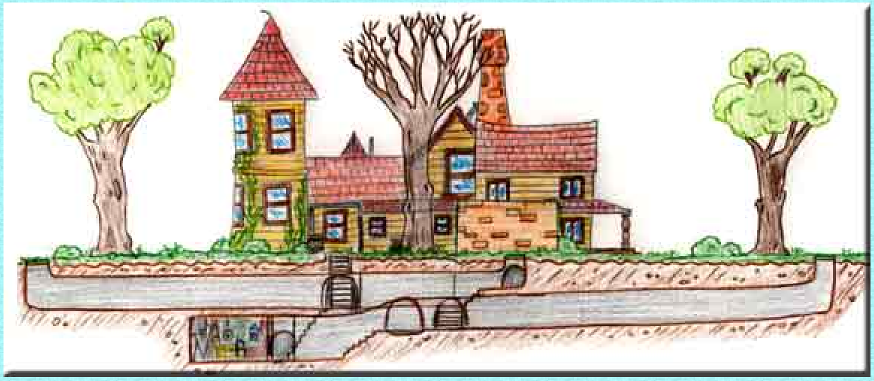

Uscita emergenza lato nord
Botola 2° livello
al 1° livello
Garage
al 1° livello

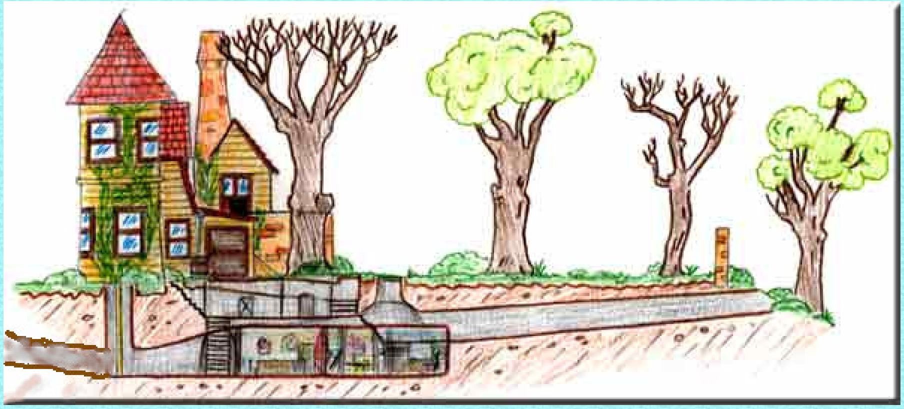
Duckburg and surroundings

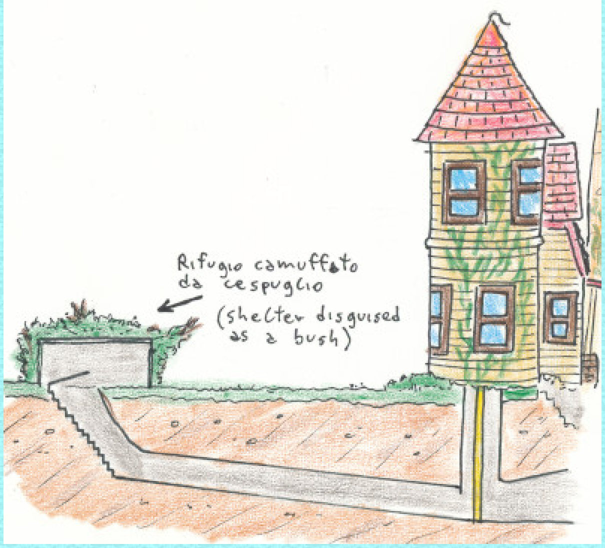
1st level underground

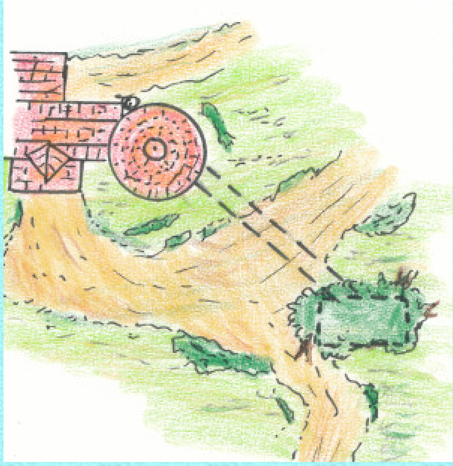

al 2° livello
Botola muro cortiletto
Botola 1° livello
Cantina
al 2° livello
Camino mobile
alla Villa

Cutout view of the underground of Villa Rose

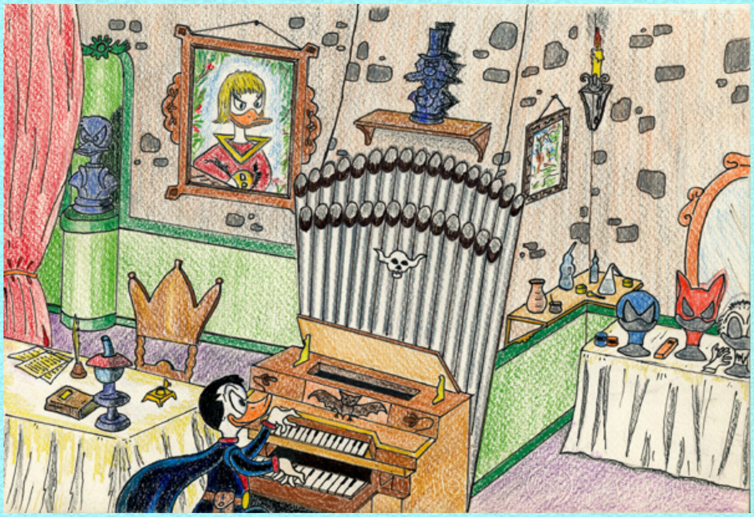


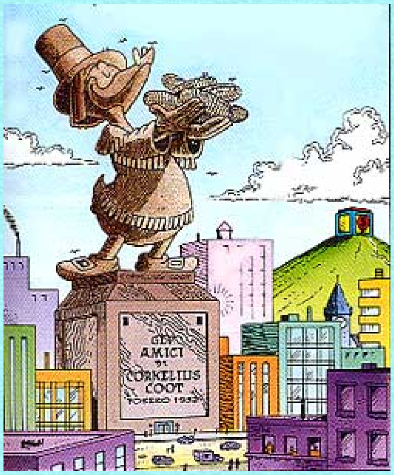



Rifugio camuffato da cespuglio
(shelter disguised as a bush)

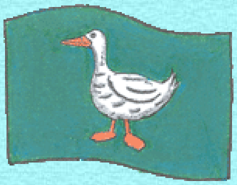


Picturial view of Phantomius' headquarters

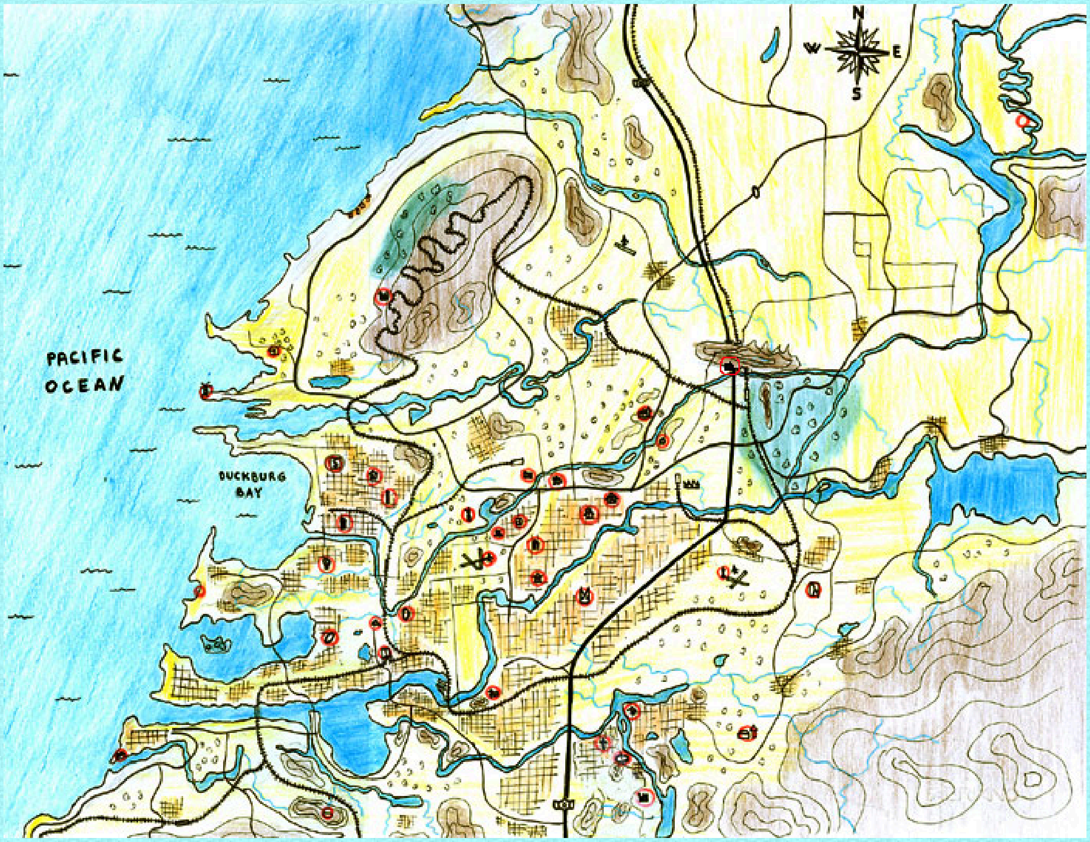


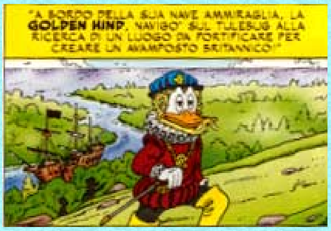

GLI AMICI DI CORNELIUS COOT

Duckburg

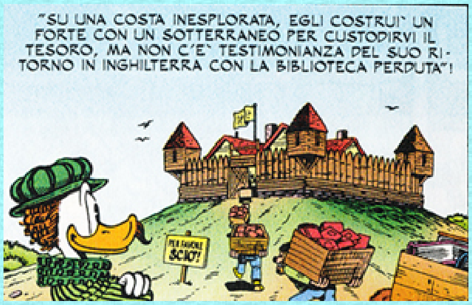


Duckburg: the city of the ducks created by Carl Barks is the place where DUCK AVENGER acts and before him where Fantomallard and Dolly Paprika performed their missions.
This page briefly shows its story, a map indicating the most significant places, the two most credible and reasonable hypothesis about its supposed geographical location (based on Barks' and Don Rosa's stories) and details of some mysterious and secret places shown in several adventures (some of those related to DUCK AVENGER) of famous Disney artists.
For those who want to know much more about this argument, there is a complete analysis of Duckburg history and facts based on Barks' and Rosa's universe in the interesting website by Sigvald Grosfjeld Jr.: Life and times in Duckburg.
The Duckburg map is mainly based on the awesome and detailed research made by the German group DER DONALDIST : Der Standtplan von Entenhausen their Duckburg map takes references from the various places shown in the Carl Barks stories.

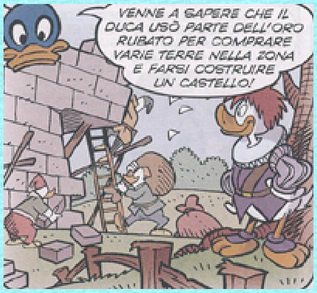


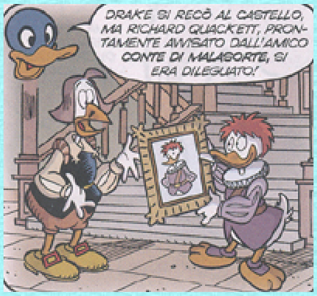

"A BORDO DELLA SUA NAVE AMMIRAGLIA, LA GOLDEN HIND, NAVIGO' SUL TULEBUG ALLA RICERCA DI UN LUOGO DA FORTIFICARE PER CREARE UN AVAMPOSTO BRITANNICO!"

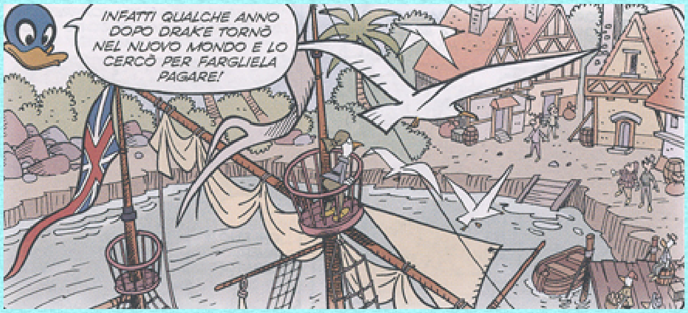
Sir Francis Drake is the first European to step in the new land called *New Albion*, changing the name into *Drake Borough*.
Francis Drake built a fort on the hill overlooking the area and he hide in the basement of the fort many volumes of what remained of lost library of Alexandria. During an indians attack **Fenton Penworthy** summarize in a single volume the most important informations contained in the ancient books.


"SU UNA COSTA INESPLORATA, EGLI COSTRUI' UN FORTE CON UN SOTTERRANEO PER CUSTODIRVI IL TESORO, MA NON C'E' TESTIMONIANZA DEL SUO RITORNO IN INGHILTERRA CON LA BIBLIOTECA PERDUTA"!

Together the crew of **Francis Drake** was also **Duke Richard Quackett** who also remained in *Drake Borough* after the departure of **Francis Drake**. The Duke, better known by the nickname of **Mad Duke** becomed famous not only for his extravagant behaviour but also for having stolled of part of the treasure that **Fracis Drake** would lead to Queen **Elizabeth I** and for having commissioned the construction of some medieval style manors around the area.

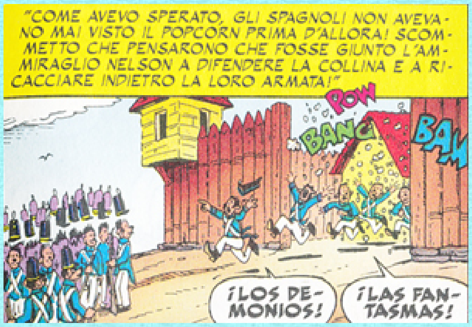

VENNE A SAPERE CHE IL DUCA USÒ PARTE DELL'ORO RUBATO PER COMPRARE VARIE TERRE NELLA ZONA E FARSI COSTRUIRE UN CASTELLO!


DRAKE SI RECÒ AL CASTELLO, MA RICHARD QUACKETT, PRONTAMENTE AVVISATO DALL'AMICO CONTE DI MALASORTE, SI ERA DILEGUATO!

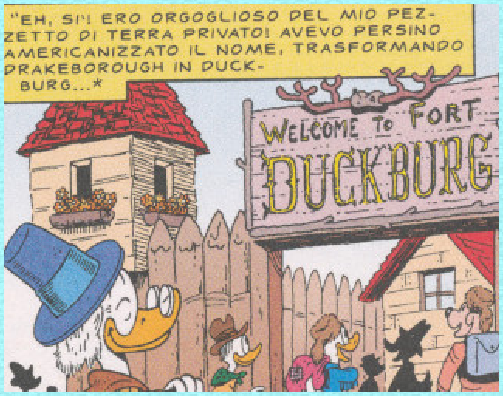

INFATTI QUALCHE ANNO DOPO DRAKE TORNÒ NEL NUOVO MONDO E LO CERCÒ PER FARGLIELA PAGARE!

To try to recover the missing treasure and the precious volumes of the lost library of Alexandria **Francis Drake** returned back to *Drake Borough* in 1585. But the **Mad Duke** was able to hide the treasure and to escape. **Francis Drake** was thus not able to find neither the missing treasure nor the books of lost library of Alexandria being destroyed during the indian attack to the fort. The Corsair sail back to home and he never come back again in the area because he died of fever during one of his trips in 1596.

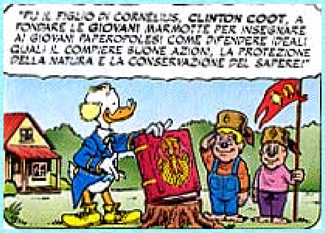
After the death of **Duke Richard Quackett** his three abandoned manors fell into disrepair and especially the "Mad Duke's castle" was partially destroyed in 1800 by the new settlers who arrived in the area and used the stones to build new houses. In local popular legends only the confused memory of this mysterious character with the nickname of "**Mad Duke**" remained.


"COME AVEVO SPERATO, GLI SPAGNOLI NON AVEVANO MAI VISTO IL POPCORN PRIMA D'ALLORA! SCOMMETTO CHE PENSARONO CHE FOSSE GIUNTO L'AMMIRAGLIO NELSON A DIFENDERE LA COLLINA E A RICACCIARE INDIETRO LA LORO ARMATA!"
POW
BANG
BAM
¡LOS DEMONIOS!
¡LAS FANTASMAS!

The fort (Fort Drake Borough) was given by the english soldiers to **Cornelius Coot** in the 1818. He thus renamed the fort as "Fort Duckburg" and after having accidentaly avoid that the area felt under the Spain garrison he founded the **Woodchucks Militia** to protect the fort from the indians attack.

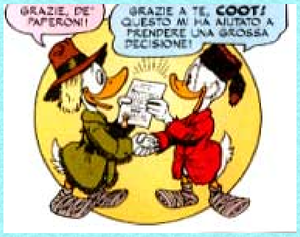

"EH, SI'! ERO ORGOGLIOSO DEL MIO PEZZETTO DI TERRA PRIVATO! AVEVO PERSINO AMERICANIZZATO IL NOME, TRASFORMANDO DRAKEBOROUGH IN DUCKBURG...*
WELCOME TO FORT DUCKBURG

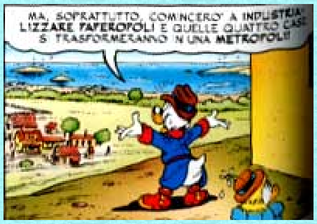
A short time later after having reached peace with the Indians **Cornelius Coot** obtained in that area some lands from the Indian chief **Laughing Duck**.

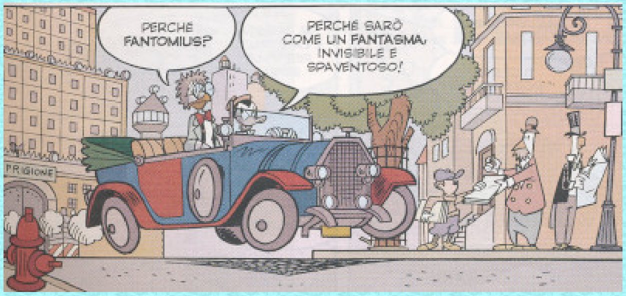

"FU IL FIGLIO DI CORNELIUS, CLINTON COOT, A FONDARE LE GIOVANI MARMOTTE PER INSEGNARE AI GIOVANI PAPEROPOLESI COME DIFENDERE IDEALI QUALI IL COMPIERE BUONE AZIONI, LA PROTEZIONE DELLA NATURA E LA CONSERVAZIONE DEL SAPERE!"

In 1830 **Cornelius**' son **Clinton Coot** was born. In 1901 he founded the **Junior Woodchucks** to teach the young Duckburgians how to keep the good ideals, like making good actions, protecting nature and preserving knowledgement. For this purpose he uses the famous guidebook which is nothing more than the summary of the knowledge contained in the volumes of Alexandria's lost library.

In 1898, his son **Casey Coot** brother of **Elvira "Grandma" Coot (Grandma Duck)** gave the property of the Fort and relevant hill (Killmule Hill) to a young scottish gold-digger in the Klondike named **Scrooge McDuck**, who takes possess of the property together with his two sisters **Matilda** and **Hortense** in 1902.


GRAZIE, DE' PAPERONI!
GRAZIE A TE, COOT! QUESTO MI HA AIUTATO A PRENDERE UNA GROSSA DECISIONE!


MA, SOPRATTUTTO, COMINCERO' A INDUSTRIALIZZARE PAPEROPOLI E QUELLE QUATTRO CASE SI TRASFORMERANNO IN UNA METROPOLI!


PERCHÉ FANTOMIUS?
PERCHÉ SARÒ COME UN FANTASMA, INVISIBILE E SPAVENTOSO!
PRIGIONE

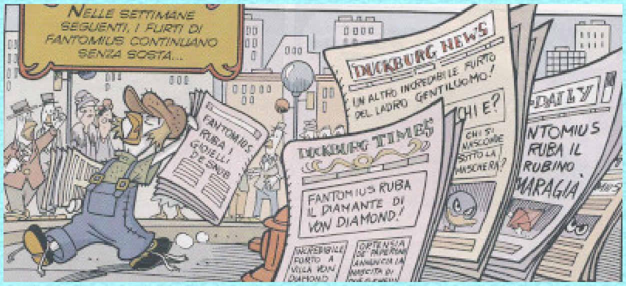
In a few decades, also thanks to the investments of **Scooge McDuck** and other rich peoples, Duckburg is transformed from a small farmer village to a modern American city.

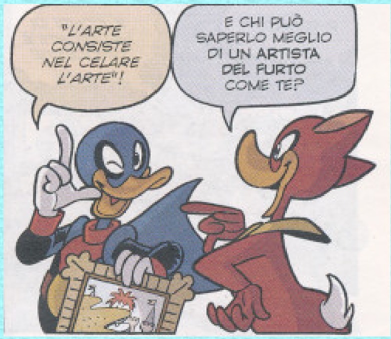
From 1910 to 1931 the mysterious gentleman thief **Fantomallard** acts in Duckburg, behind whose mask there is **Lord John Lamont Quackett** a nobleduck of Anglo-French origin who pretends to be inept and bungling.

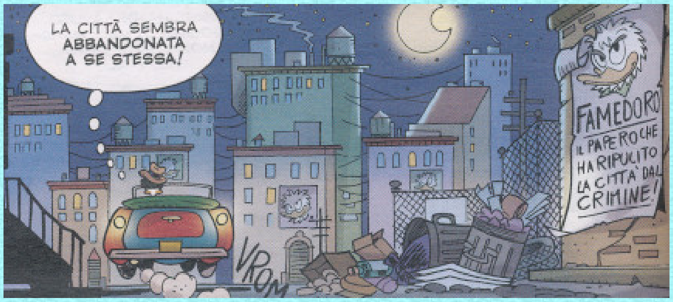
During his period of activity **Fantomallard** helped by his accomplices girl friend (First **Lady Mustard** then **Dolly Paprika**) and by his inventor friend Copernicus Gearloose (Gyro Gearloose' great-grandfather) carries out countless and daring thefts always against wealthy citizens, sometimes even with philanthropic purposes.

As often happens with mysterious characters, after his disappearance, a series of legendary and mythological narratives took shape in Duckburg about this character, his history and his activities, therefore a mixture of plausible events seasoned with urban legends. The narrative body of the gentleman thief's life, his myths and legends are well narrated in the two splendid sagas **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF**- and **DUCKBRIDGE**.

Inevitably the same historical/legendary narrative occurred decades later also with the character of **Duck Avenger**

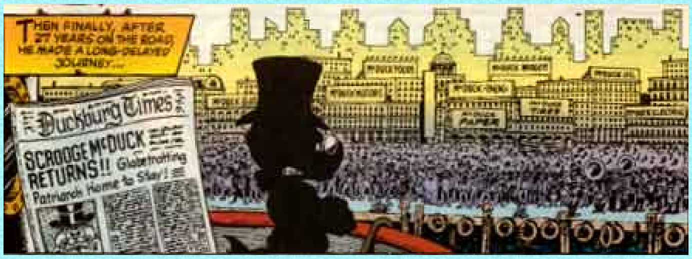

NELLE SETTIMANE SEGUENTI, I FURTI DI FANTOMIUS CONTINUANO SENZA SOSTA...
FANTOMIUS RUBA I GIOIELLI DE SNOB
DUCKBURG NEWS
UN ALTRO INCREDIBILE FURTO DEL LADRO GENTILUOMO!
CHI E?
CHI SI NASCONDE SOTTO LA MASCHERA?
DUCKBURG TIMES
FANTOMIUS RUBA IL DIAMANTE DI VON DIAMOND!
INCREDIBILE FURTO A VILLA VON DIAMOND
DAILY
NTOMIUS RUBA IL RUBINO MARAGIÀ

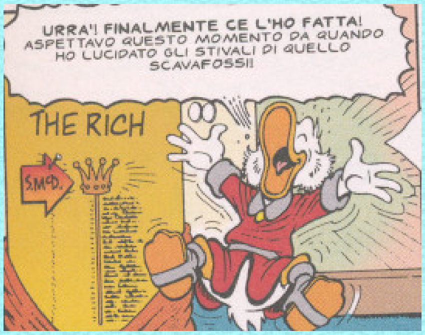

"L'ARTE CONSISTE NEL CELARE L'ARTE"!
E CHI PUÒ SAPERLO MEGLIO DI UN ARTISTA DEL FURTO COME TE?

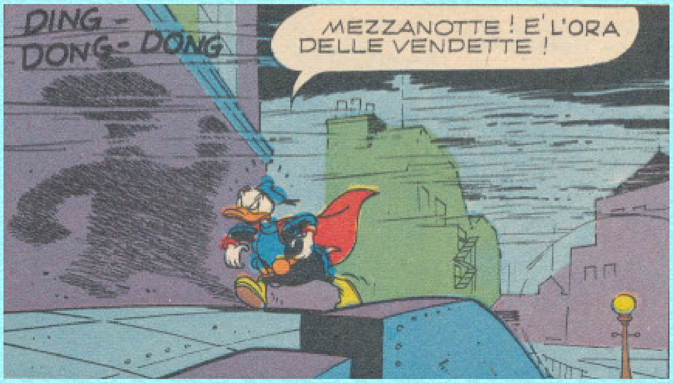

LA CITTÀ SEMBRA ABBANDONATA A SE STESSA!
FAMEDORO IL PAPERO CHE HA RIPULITO LA CITTÀ DAL CRIMINE!
VROM

According to the legendary narrative about the character of **Fantomallard** and about some events of the history of Duckburg in 1929-1930 taking advantage of the great economic crisis, the absence of **Scrooge**, the perfidious South African tycoon **Flintheart Glomgold** manages to take power in Duckburg in order to then govern it in a despotic way by inventing absurd taxes and rules to enrich themselves at the expense of already impoverished citizens. These events seem decidedly very legendary since, as can be seen from the story of Barks **UNCLE SCROOGE AND THE MONEY CHAMP** which took place in the 1950s, none of the citizens of Duckburg seem to have ever heard of **Flintheart Glomgold** which is unlikely if these only twenty years before he managed the power in the city. These legendary events are therefore to be interpreted as part of the series of myths relating to the events of the gentleman thief and probably take their cue from the mismanagement of the city of Duckburg during the great crisis by some shady local figure.

Perhaps following the global economic crisis and presumably having received news of the worrying economic/social situation in Duckburg, **Scrooge McDuck** decided to return permanently to the city at the end of 1930 discovering that, despite the crisis (or perhaps thanks to this), he had become the richest person in the world.

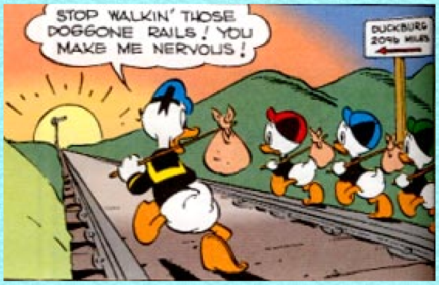

THEN FINALLY, AFTER 27 YEARS ON THE ROAD, HE MADE A LONG-DELAYED JOURNEY...
Duckburg Times
SCROOGE McDUCK RETURNS!! Globetrotting Patriarch Home to Stay!

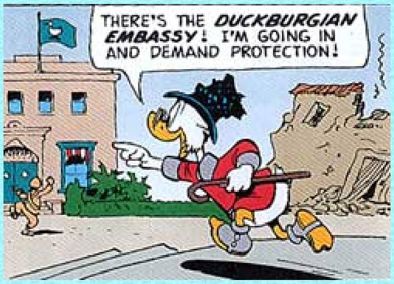

URRA'! FINALMENTE CE L'HO FATTA! ASPETTAVO QUESTO MOMENTO DA QUANDO HO LUCIDATO GLI STIVALI DI QUELLO SCAVAFOSSI!
THE RICH
S.McD.


DING - DONG - DONG
MEZZANOTTE! E' L'ORA DELLE VENDETTE!

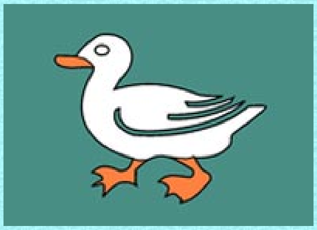
A few decades after the disappearance of **Fantomallard**, a new masked avenger begins to act in Duckburg who partially follows the *modus operandi* of the gentleman thief, so much so that he wears the same costume.
Known by the citizens with the name of **Duck Avenger** this mysterious masked avenger is not anyone else that the secret identity of **Donald Duck** who in fact partly collects the legacy of **Fantomius**. As with its predecessor, over the years, **Duck Avenger** also began to develop in the city a whole series of urban legends about his adventures, according to some even "superheroic" and the narratives about his origins linked to the myth of **Fantomallard**.

The first apperance of name Duckburg is shown in a traffic indication in the last sketch of a Barks' story published in **WDCS #49** October 1944.


STOP WALKIN' THOSE DOGGONE RAILS! YOU MAKE ME NERVOUS!
DUCKBURG 2096 MILES

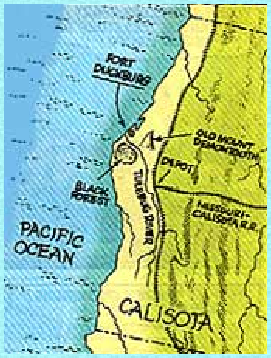

THERE'S THE DUCKBURGIAN EMBASSY! I'M GOING IN AND DEMAND PROTECTION!

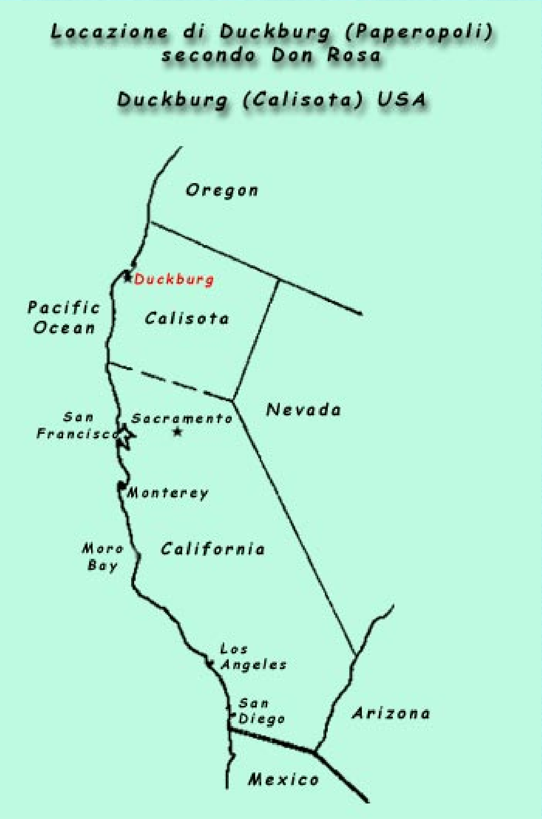
As for Carl Barks' indications, Duckburg is a city-state like the Italian San Marino or Vatican City. In this point of view, the state of Calisota where Duckburg is located can be considered like a nation itself a little bit bigger than the city.
A clear indication that Duckburg is a city-state comes from Carl Barks' story ***UNCLE SCROOGE "TREASURE OF MARCO POLO"*** where the Duckburg embassy (in a foreign country) and the relevant national flag (a duck on a green-blue background) are shown in a sketch.

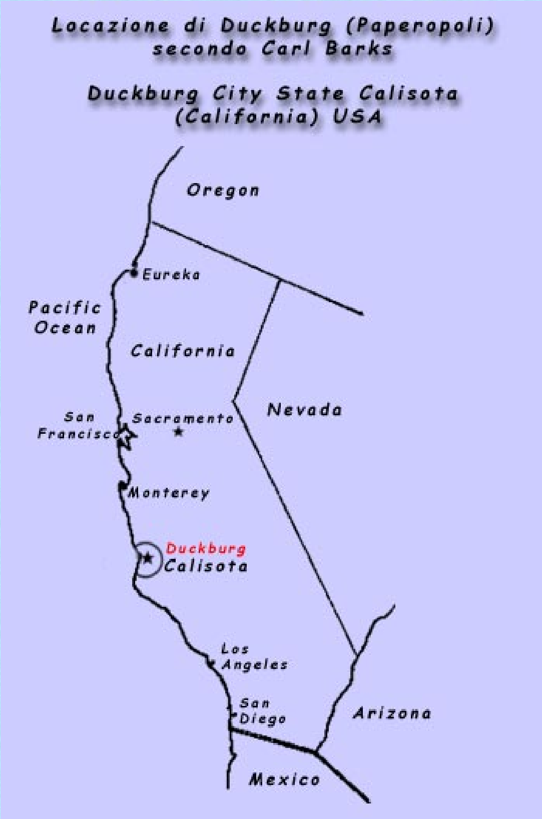


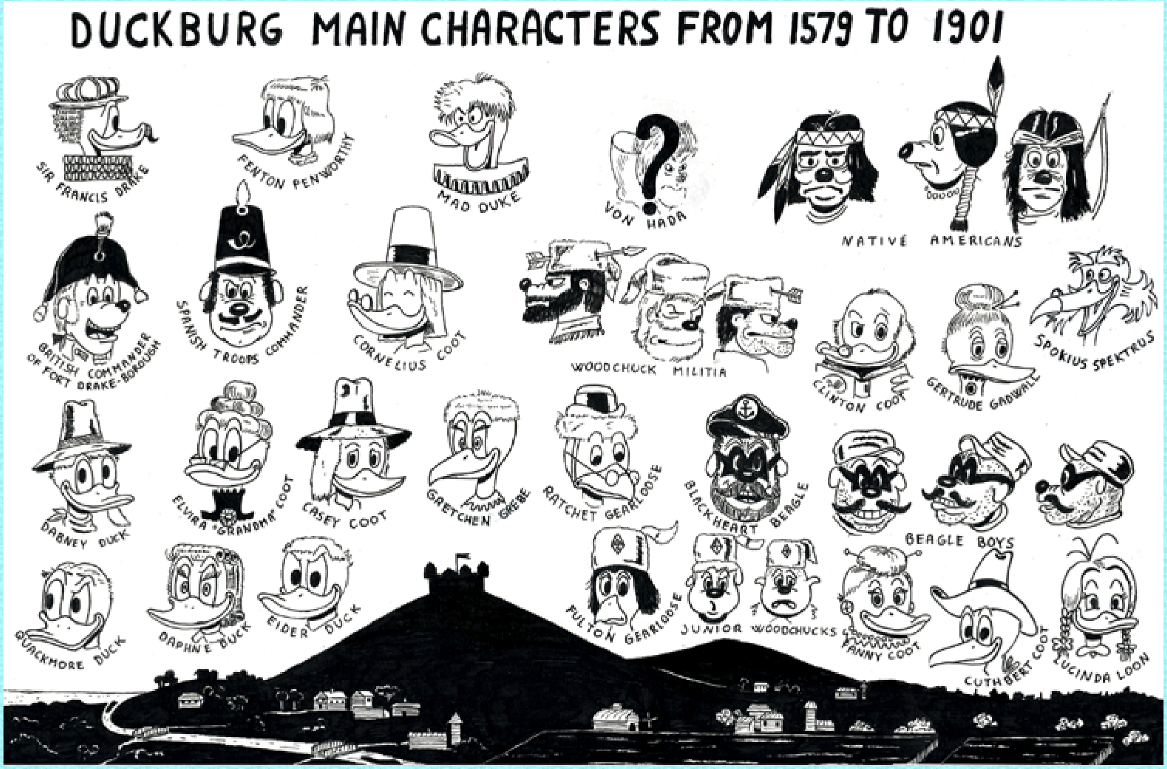
As for Barks indications Duckburg is located in the Duck County, closer to the Goose County which main city is Gooseville. The other nearest towns are Hentown and Catville. If we analize some of Barks' stories, (Duckburg is on the US west coast, not far from the desert, not far from the mountains and from the city of Los Angeles, near the old California-Spanish missions area etc..) Duckburg could be logically placed along the California coast between San Francisco and Los Angeles aproximately in the Morro Bay area.

On the other hand, Don Rosa in chapter 10 of his saga ***The life and times of $crooge McDuck***, based on the fact that Barks also takes reference of his homestate Oregon to depict the Ducks' living environment, prefers to place Duckburg up to the north of San Francisco, practically in the same bay where corrently the city of Eureka is located.
The state of Calisota in this point of view is a real state of the union placed between a reshaped California and the state of Oregon.


FORT DUCKBURG
OLD MOUNT DEMONTOOTH
DEPOT
BLACK FOREST
MISSOURI-CALISOTA R.R.
PACIFIC OCEAN
CALISOTA


Locazione di Duckburg (Paperopoli)
secondo Don Rosa
Duckburg (Calisota) USA
Oregon
Duckburg
Pacific Ocean
Calisota
San Francisco
Sacramento
Nevada
Monterey
Moro Bay
California
Los Angeles
San Diego
Arizona
Mexico


Locazione di Duckburg (Paperopoli)
secondo Carl Barks
Duckburg City State Calisota
(California) USA
Oregon
Eureka
Pacific Ocean
California
San Francisco
Sacramento
Nevada
Monterey
Duckburg
Calisota
Los Angeles
San Diego
Arizona
Mexico

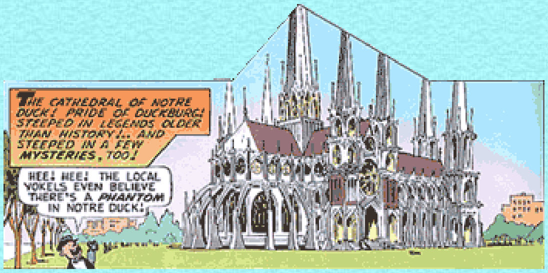

DUCKBURG MAIN CHARACTERS FROM 1579 TO 1901
SIR FRANCIS DRAKE
FENTON PENWORTHY
MAD DUKE
VON HADA
NATIVE AMERICANS
BRITISH COMMANDER OF FORT DRAKE-BOROUGH
SPANISH TROOPS COMMANDER
CORNELIUS COOT
WOODCHUCK MILITIA
CLINTON COOT
GERTRUDE GADWALL
SPOKIUS SPEKTRUS
DABNEY DUCK
ELVIRA "GRANDMA" COOT
CASEY COOT
GRETCHEN GREBE
RATCHET GEARLOOSE
BLACKHEART BEAGLE
BEAGLE BOYS
QUACKMORE DUCK
DAPHNE DUCK
EIDER DUCK
FULTON GEARLOOSE
JUNIOR WOODCHUCKS
FANNY COOT
CUTHBERT COOT
LUCINDA LOON

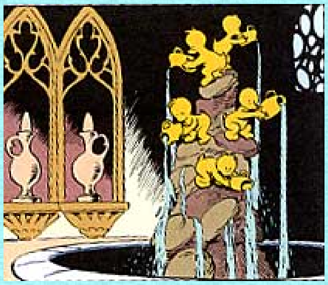
Mysterious and secret places of Duckburg

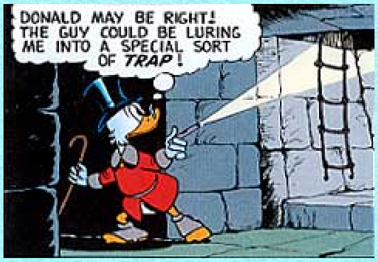
NOTRE DUCK

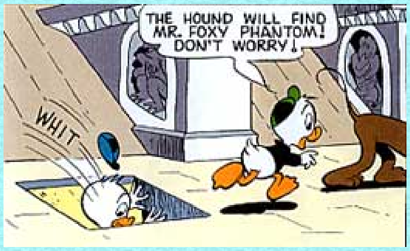
The cathedral of **Notre Duck** certainly is one of the most suggestive and mysterious places in Duckburg, as is widely shown in Carl Barks' story ***THE PHANTOM OF NOTRE DUCK*** **US#60** Nov. 1965.

The peculiarity of this reproduction of an old Gothic church, which is basicly a copy of the Notre Dame of Paris, are the wishing well, the various secret passages, the underground and the mysterious traps well known and utilized by the worrying and mysterious lodger (maybe related to the designer?) the **Phantom of Notre Duck**.

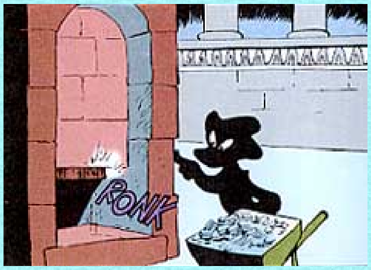

THE CATHEDRAL OF NOTRE DUCK! PRIDE OF DUCKBURG! STEEPED IN LEGENDS OLDER THAN HISTORY!.. AND STEEPED IN A FEW MYSTERIES, TOO!
HEE! HEE! THE LOCAL YOKELS EVEN BELIEVE THERE'S A PHANTOM IN NOTRE DUCK!

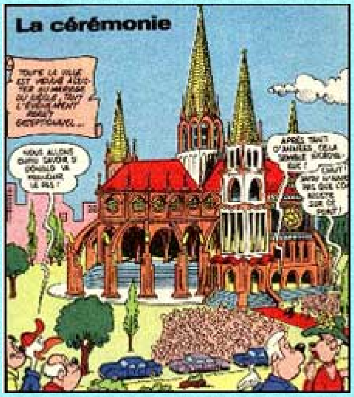



DONALD MAY BE RIGHT! THE GUY COULD BE LURING ME INTO A SPECIAL SORT OF TRAP!


THE HOUND WILL FIND MR. FOXY PHANTOM! DON'T WORRY!
WHIT

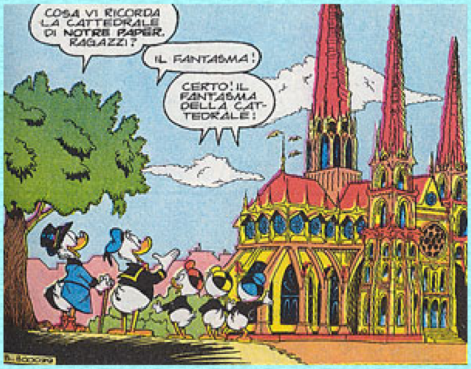
At the beginning there were no indications about the period of the building of this huge cathedral located in Duckburg. Therefore it must be a medieval reproduction probably manufactured, because of its impressiveness and relevant high realization costs, during the first decades of the twentieth century of growth and expansion of Duckburg due mainly to the presence and the investments of several managers and bilionaires, first of all **Scrooge McDuck**.

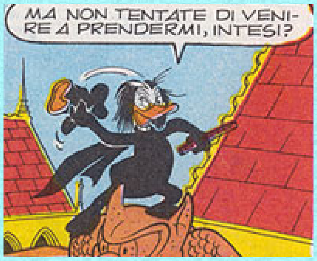


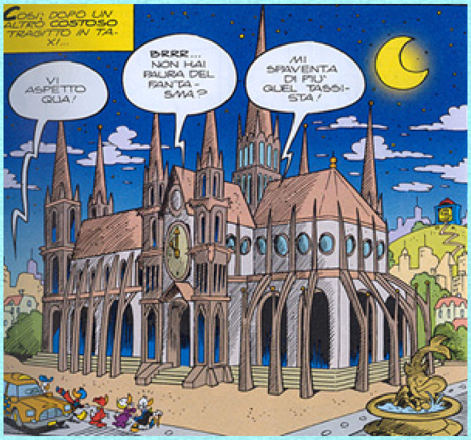

La cérémonie

The Duckburg cathedral is also shown in a Brasilan story ***O CASAMENTO DO PATO DONALD*** of Irineu Soares Rodriguez, Luiz Podavin, Verci de Mello and Euclides Miyaura, in the occasion of the presumed (or better dreamed) wedding between **Donald** and **Daisy** celebrated in **Notre Duck**.

Notre Duck is shown again in a Brasilian story titled ***A VOLTA DO FANTASMA DE NOTRE DAME***.
In this adventure, which clearly takes reference from Barks, **Scrooge McDuck** and his nephews meet the mysterious phantom again. This time they suddenly discover that it is not the same one as in Barks' adventure, but the witch **Magica de Spell** in one of her impressive disguises.

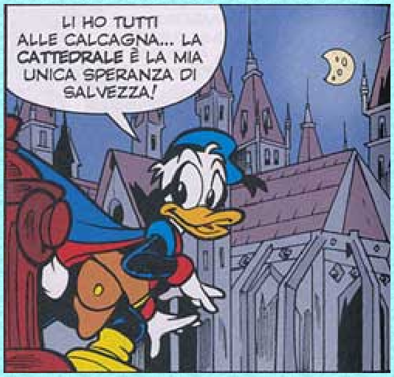

COSA VI RICORDA LA CATTEDRALE DI NOTRE PAPER, RAGAZZI?
IL FANTASMA!
CERTO! IL FANTASMA DELLA CATTEDRALE!

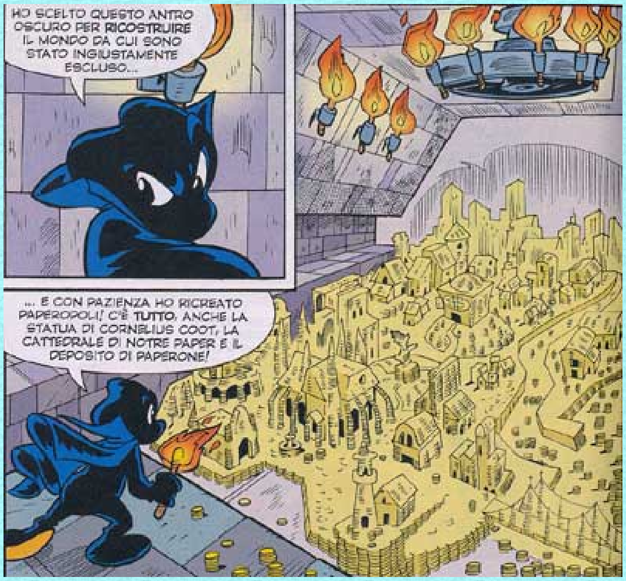

MA NON TENTATE DI VENIRE A PRENDERMI, INTESI?

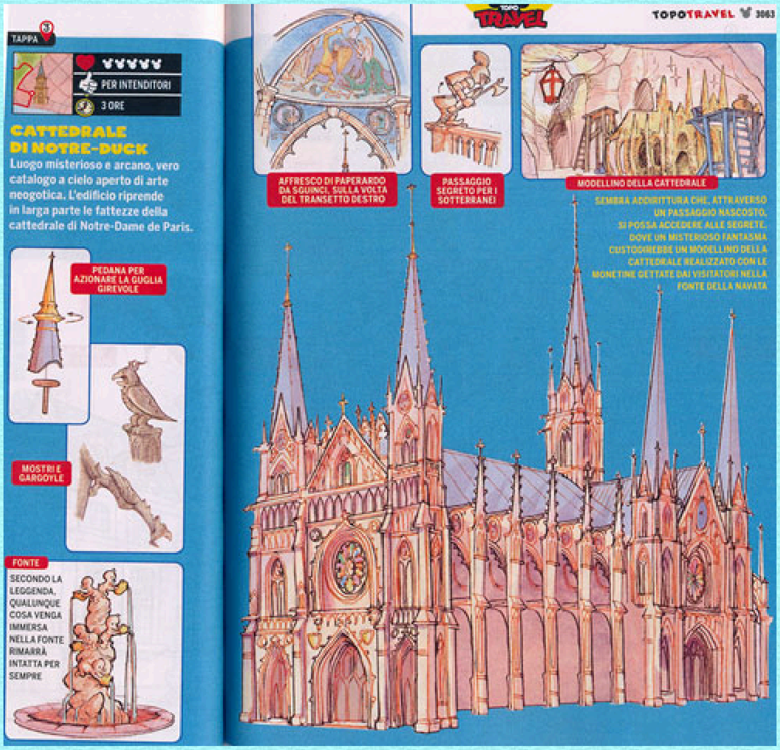

COSÌ, DOPO UN ALTRO COSTOSO TRAGITTO IN TAXI...
VI ASPETTO QUA!
BRRR... NON HAI PAURA DEL FANTASMA?
MI SPAVENTA DI PIU' QUEL TASSISTA!

In the italian story ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA*** (***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***) Marco Gervasio shows a very beautiful image of Notre Duck. In this interesting story there are also some indications about the possible connection between the mysterious **Phantom of Notre Duck**, the **Mad Duke** and the gentleman thief **Fantomallard**.

The cathedral of Notre Duck is again shown in the story of Pesce and Asaro ***PAPERINIK E L'ARCHITETTURA SPICCIOLA*** (***DUCK AVENGER AND THE PETTY ARCHITECTURE***) where in this case it is inhabited by a new phantom named **Lord of the manholes** alter ego of an eccentric **Monetary Architect** who is expanding the project of the previous ghost making in the basement of Notre Duck a scale reconstruction of the whole city of Duckburg by using coins coming from his robbery. Furthermore this new ghost is also planning to rob the **Scrooge**'s Money Bin but at the end of the adventure he is stopped by the intervention of **DUCK AVENGER**.


LI HO TUTTI ALLE CALCAGNA... LA CATTEDRALE È LA MIA UNICA SPERANZA DI SALVEZZA!


HO SCELTO QUESTO ANTRO OSCURO PER RICOSTRUIRE IL MONDO DA CUI SONO STATO INGIUSTAMENTE ESCLUSO...
... E CON PAZIENZA HO RICREATO PAPEROPOLI! C'È TUTTO, ANCHE LA STATUA DI CORNELIUS COOT, LA CATTEDRALE DI NOTRE PAPER E IL DEPOSITO DI PAPERONE!


TOPO TRAVEL
TOPOTRAVEL 3063
TAPPA 3
PER INTENDITORI
3 ORE
AFFRESCO DI PAPERARDO DA SGUINCI, SULLA VOLTA DEL TRANSETTO DESTRO
PASSAGGIO SEGRETO PER I SOTTERRANEI
MODELLINO DELLA CATTEDRALE
PEDANA PER AZIONARE LA GUGLIA GIREVOLE
MOSTRI E GARGOYLE
FONTE

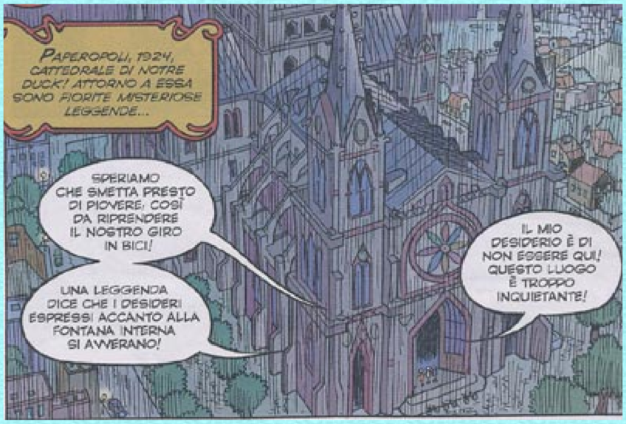
CATTEDRALE DI NOTRE-DUCK

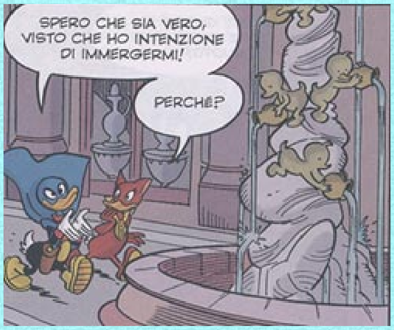
Luogo misterioso e arcano, vero catalogo a cielo aperto di arte neogotica. L'edificio riprende in larga parte le fattezze della cattedrale di Notre-Dame de Paris.

SEMBRA ADDIRITTURA CHE, ATTRAVERSO UN PASSAGGIO NASCOSTO, SI POSSA ACCEDERE ALLE SEGRETE, DOVE UN MISTERIOSO FANTASMA CUSTODIREBBE UN MODELLINO DELLA CATTEDRALE REALIZZATO CON LE MONETINE GETTATE DAI VISITATORI NELLA FONTE DELLA NAVATA

SECONDO LA LEGGENDA, QUALUNQUE COSA VENGA IMMERSA NELLA FONTE RIMARRÀ INTATTA PER SEMPRE

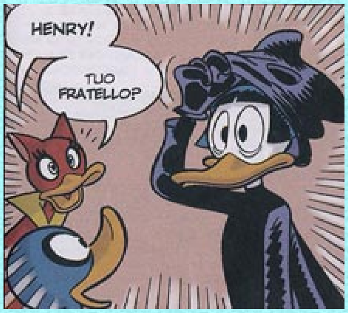
A very interesting representation of the Notre Duck is made by the talented Architect/Disney artist Blasco Pisapia in one of his speciat article titled: Duckburg city guide published in Italy on **TOPOLINO** comic book in the august of 2014.

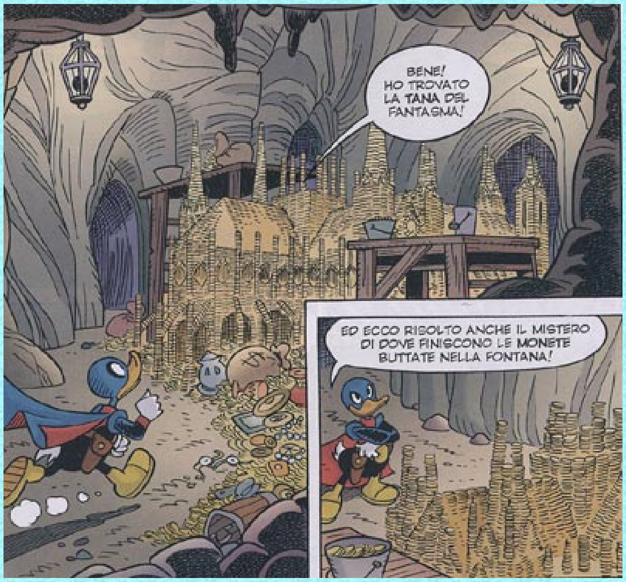

PAPEROPOLI, 1924, CATTEDRALE DI NOTRE DUCK! ATTORNO A ESSA SONO FIORITE MISTERIOSE LEGGENDE...
SPERIAMO CHE SMETTA PRESTO DI PIOVERE: COSÌ DA RIPRENDERE IL NOSTRO GIRO IN BICI!
UNA LEGGENDA DICE CHE I DESIDERI ESPRESSI ACCANTO ALLA FONTANA INTERNA SI AVVERANO!
IL MIO DESIDERIO È DI NON ESSERE QUI! QUESTO LUOGO È TROPPO INQUIETANTE!

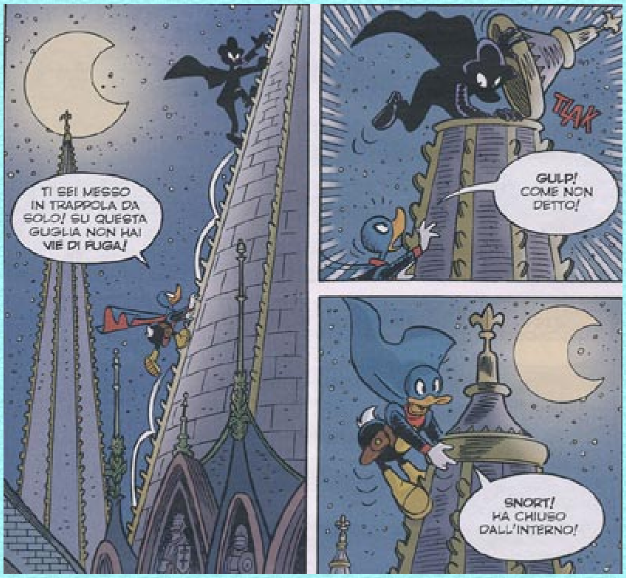

SPERO CHE SIA VERO, VISTO CHE HO INTENZIONE DI IMMERGERMI!
PERCHÉ?

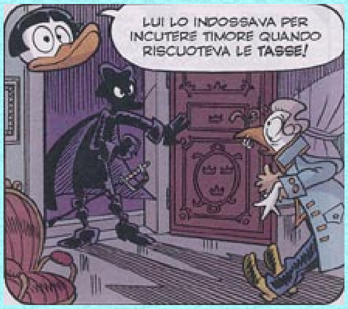
Notre Duck is shown again by Marco Gervasio in the eighteen episode of the saga dedicated to **Fantomallard** titled **NOTRE DUCK**. In this adventure the talented italian artist and writer takes references to the famous Barks story **UNCLE SCROOGE AND THE PHANTOM OF NOTRE DUCK** showing several internal and external locations of the Duckburg cathedral as well as its underground hideouts.

Always in the same story Gervasio reveals the origin of the **Phantom of Notre Duck** that corresponds to the architect **Henry Quackett** older brother of **John Quackett** alias **Fantomallard**. **Henry** retreats in 1924 within the Notre Duck Cathedral, which has been designed by himself and built in 1916.
In the story It is also shown the beginning of the construction, in the underground hideout, of the model of the Notre Duck made with the coins stollen from the fountain.


HENRY!
TUO FRATELLO?

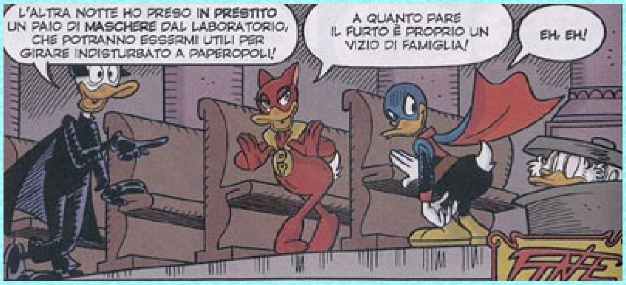

BENE! HO TROVATO LA TANA DEL FANTASMA!
ED ECCO RISOLTO ANCHE IL MISTERO DI DOVE FINISCONO LE MONETE BUTTATE NELLA FONTANA!

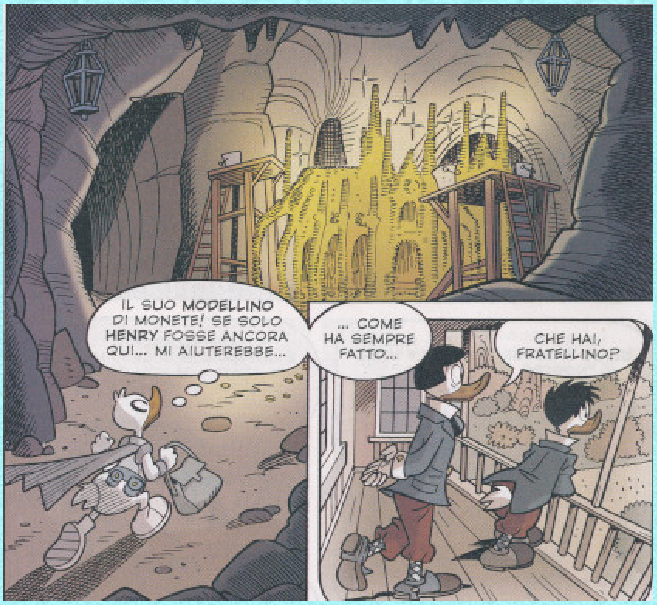

TI SEI MESSO IN TRAPPOLA DA SOLO! SU QUESTA GUGLIA NON HAI VIE DI FUGA!
TLAK
GULP! COME NON DETTO!
SNORT! HA CHIUSO DALL'INTERNO!


LUI LO INDOSSAVA PER INCUTERE TIMORE QUANDO RISCUOTEVA LE TASSE!

Gervasio also shows us the origin of the black costume worn by **Henry Quackett** which is based on the costume worn by a relative of **Marie Lamont** (mother of **John** and **Henry**) who in 1700 in Paris was a royal tax collector. He dressed in that way to afraid the debtors when he was charging taxes.

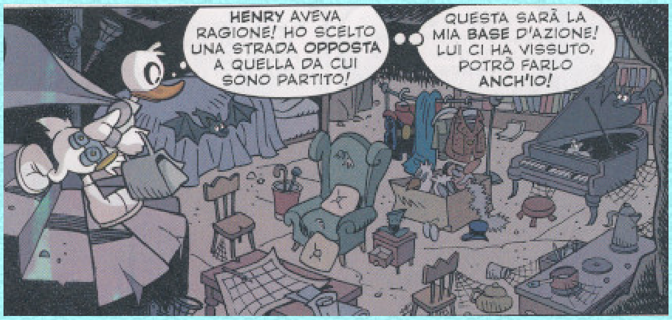
At the end of the story it is not clear if **Henry Quackett** might have continued to play the role of the **Phantom of Notre Duck** also in the future and give us a possible clue why, some decades later, his appearance could remember that of **Scrooge**. The reader could therefore imagine that during the attempt to steal the money from the Money Bin the could have been used the mask of **Scrooge**, or that **Henry Quackett** in old age could looks like **Scrooge McDuck**. However being its physiognomy definitely too high and different compared to that of the **Phantom of Notre Duck** shown by Barks it is more logical to suppose that the phantom met by **Scrooge** is another person who has replaced **Henry Quackett** (perhaps his brother **John Quackett** many years after finishing his business as a gentleman thief?)

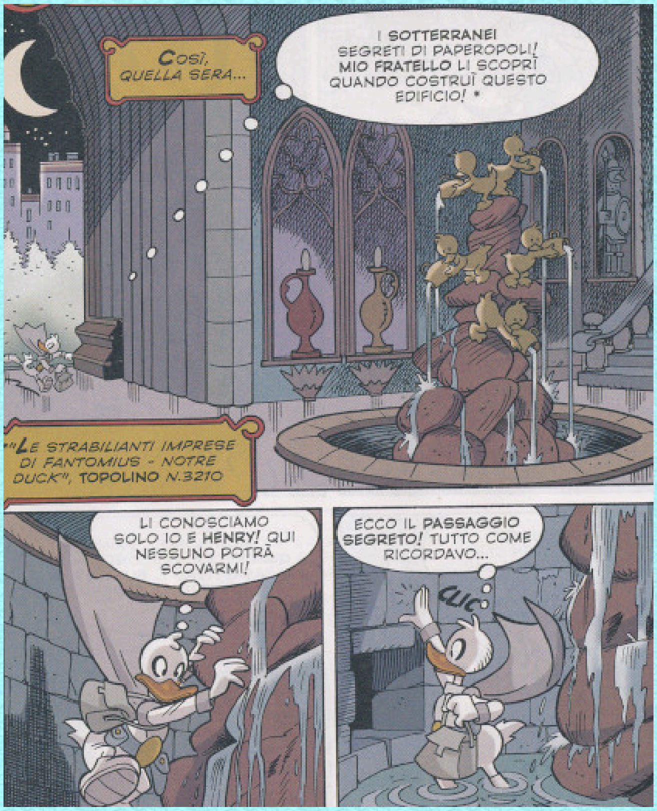

L'ALTRA NOTTE HO PRESO IN PRESTITO UN PAIO DI MASCHERE DAL LABORATORIO, CHE POTRANNO ESSERMI UTILI PER GIRARE INDISTURBATO A PAPEROPOLI!
A QUANTO PARE IL FURTO È PROPRIO UN VIZIO DI FAMIGLIA!
EH, EH!
FINE


IL SUO MODELLINO DI MONETE! SE SOLO HENRY FOSSE ANCORA QUI... MI AIUTEREBBE...
... COME HA SEMPRE FATTO...
CHE HAI, FRATELLINO?

In fact, Gervasio confirms that **Henry Quackett** left Notre Duck in the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** - **GENTLEMAN THIEF THE DAWN OF FANTOMIUS*** set at late 1930.

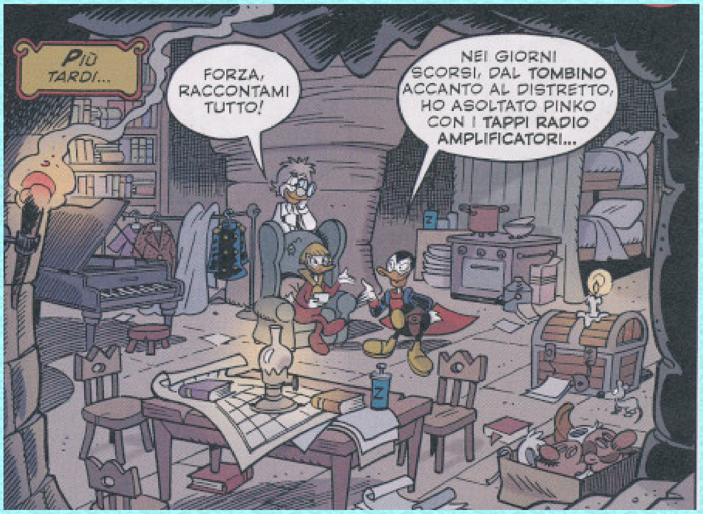
In the same story the lower level of the Notre Duck dungeons is shown where there is a living environment. The presence of the **Fantomallard**'s costume and some of his gadgets is a clear indication that the masked thief is using the cathedral as an emergency refuge and that in the future he could actually become the second ghost meet from **Scrooge** and nephewes in the famous Carl Barks story.

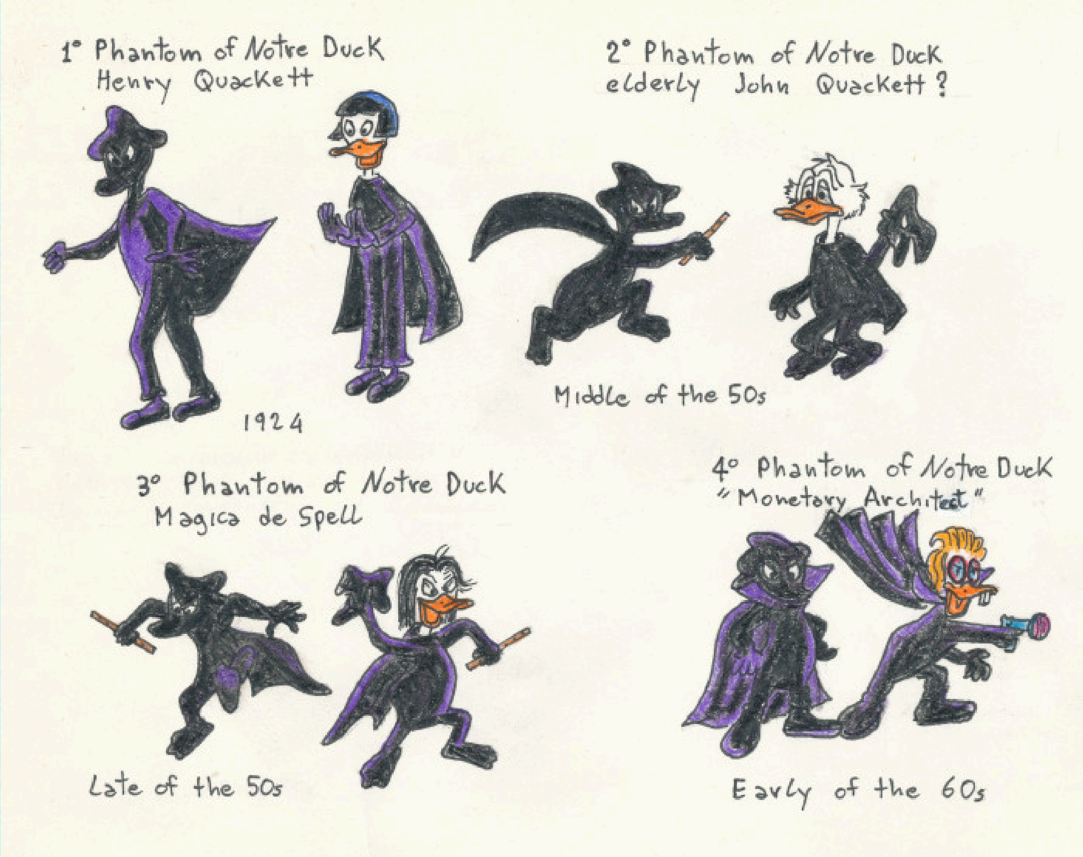

HENRY AVEVA RAGIONE! HO SCELTO UNA STRADA OPPOSTA A QUELLA DA CUI SONO PARTITO!
QUESTA SARÀ LA MIA BASE D'AZIONE! LUI CI HA VISSUTO, POTRÒ FARLO ANCH'IO!


COSÌ, QUELLA SERA...
I SOTTERRANEI SEGRETI DI PAPEROPOLI! MIO FRATELLO LI SCOPRÌ QUANDO COSTRUÌ QUESTO EDIFICIO! *
* "LE STRABILIANTI IMPRESE DI FANTOMIUS - NOTRE DUCK", TOPOLINO N.3210
LI CONOSCIAMO SOLO IO E HENRY! QUI NESSUNO POTRÀ SCOVARMI!
ECCO IL PASSAGGIO SEGRETO! TUTTO COME RICORDAVO...
CLIC

Always in history ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD** -**GENTLEMAN THIEF THE DAWN OF FANTOMALLARD*** Gervasio shows us a beautiful image of the entrance to Notre Duck with the fountain of wishes and the relative secret passage.
the intriguing adventure also shows us that from the basement of Notre Duck it is possible to access the old underground Duckburg.

A beautiful image of the lower level of Notre Duck dungeons with the living environment is also shown by Gervasio di the **THE DOWN OF FANTOMALLARD**.

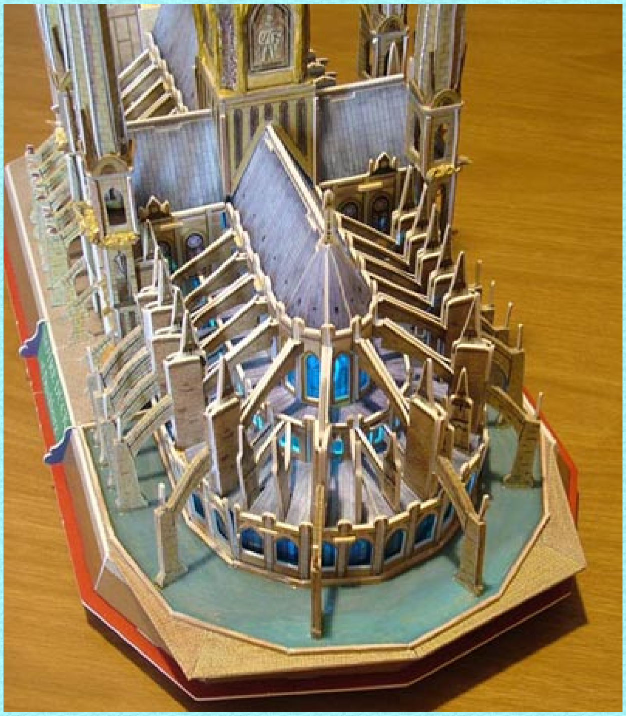

PIÙ TARDI...
FORZA, RACCONTAMI TUTTO!
NEI GIORNI SCORSI, DAL TOMBINO ACCANTO AL DISTRETTO, HO ASOLTATO PINKO CON I TAPPI RADIO AMPLIFICATORI...


1° Phantom of Notre Duck
Henry Quackett
1924
2° Phantom of Notre Duck
elderly John Quackett ?
Middle of the 50s
3° Phantom of Notre Duck
Magica de Spell
Late of the 50s
4° Phantom of Notre Duck
"Monetary Architect"
Early of the 60s

THE PHANTOMS OF NOTRE DUCK

Over the years Notre Duck was thus inhabited by several "phantoms":
The first phantom of the Cathedral was **Henry Quackett** (Architect and designer of Notre Duck whose construction began in 1916) who in the mid-20s wore the black costume first.
Henry Quackett also began, in the Notre Duck secret basement the construction of the Cathedral model with coins.
The second phantom of the Cathedral is the one encountered by **Scrooge Mc Duck**, **Donald Duck** and nephews, around the middle of the 50's. The identity of this character, who resembles **Scrooge**, is still a mystery, even if probably having inherited the deeds of the first ghost, it can be supposed to be a relative of his, or at least someone aware of the identity of the first phantom. We can therefore reasonably suppose that the phantom encountered by **Scrooge** is none other than **John Quackett** (aka **Fantomallard**) who in old age has taken the place of his brother as the phantom of Notre Duck.
The third ghost, reasonably met by **Scrooge** and nephews a few years after the adventure with the second phantom, others is not that the sorceress **Magica de Spell** in one of his many disguises. In this case it is logical to imagine that even the second phsntom is no longer present at Notre Duck.
The fourth phantom who is called the **Lord of the Manholes** is instead a petty thief nicknamed **Architect monetary**. This maniacal individual has expanded (probably in the early 60s) the dungeons of Notre Duck where he is realizing with the coins even a model of the entire Duckburg. After having managed to penetrate the secret lair of **Phantom Duck** and made several thefts using his gadgets, he is faced and defeated by the masked avenger who "erases his memory" with a good dose of coco-nonos.

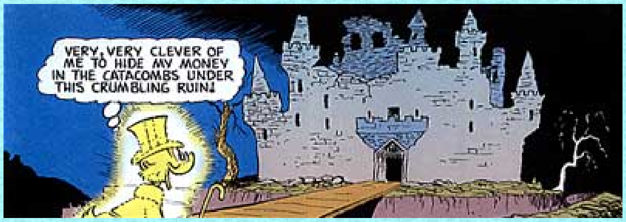
NOTRE DUCK
of Duckburg

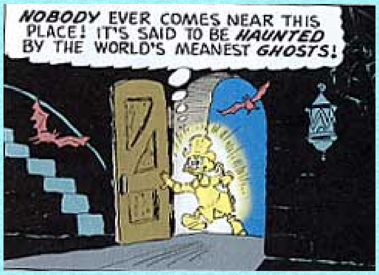


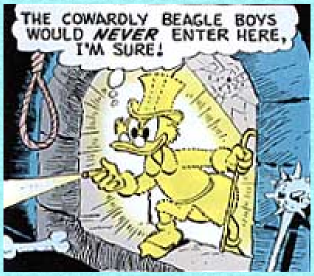
THE CASTLE OF THE MAD DUKE OF DUCKBURG

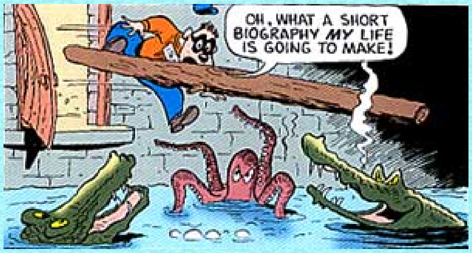
This creepy manor (obviously another mediaeval reproduction) is shown in Barks' story ***HOUSE OF HAUNTS*** **US#60** May 1966.

This dismal castle has the bad fame to be ghost-infested and it is considered a place to avoid because it is full of traps and a mysterious dead-end underground. In the above mentioned story, some of these are restored and utilized for a short time by **Scrooge** as a secret hiding place for his money.

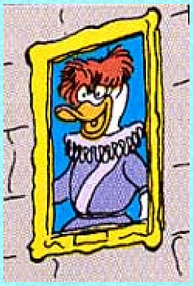

VERY, VERY CLEVER OF ME TO HIDE MY MONEY IN THE CATACOMBS UNDER THIS CRUMBLING RUIN!


NOBODY EVER COMES NEAR THIS PLACE! IT'S SAID TO BE HAUNTED BY THE WORLD'S MEANEST GHOSTS!

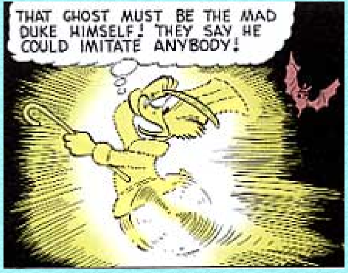

THE COWARDLY BEAGLE BOYS WOULD NEVER ENTER HERE, I'M SURE!


OH, WHAT A SHORT BIOGRAPHY MY LIFE IS GOING TO MAKE!

Very little is known about the building period of the castle or the identity of the mysterious **Mad Duke**. The only image of him is shown by Barks in a picture in the relevant story.
Considering the Duke outfit we can suppose that he was living no later than the end of 1500s, in this case the castle has been built long before the foundation of Duckburg, probably during the time of **Fracis Drake** thus around the year 1580 (The Mad Duke could have been part of **Drake**'s crew). In this poin of view the supposed deeds of the **Mad Duke** could be only a legend passed down from the native population of the area to the first colonists placed in Duckburg after **Cornelius Coot** arrived.

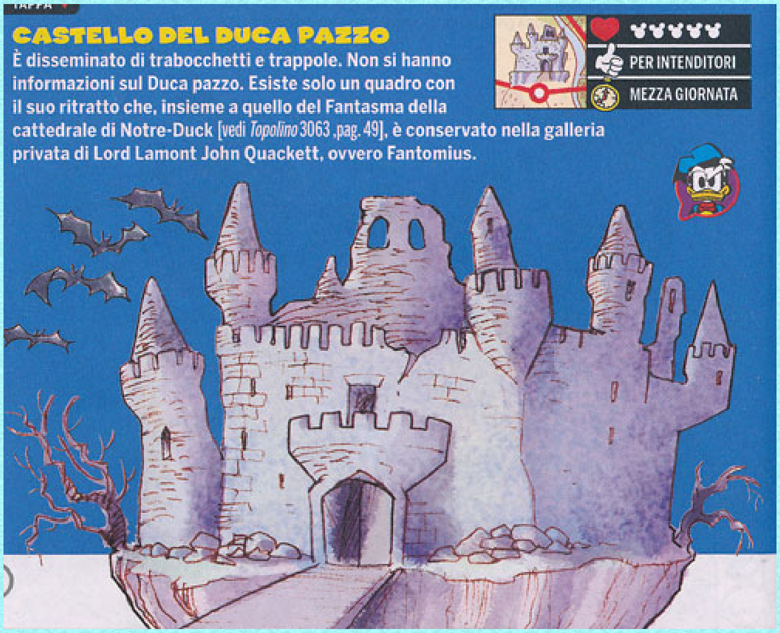


This hypothesis is confirmed on the number one of the Italian comic book series **DEFINITIVE COLLECTION** edited by **PANINI** and dedicated to the character of **Fantomallard** where in the biography of **Lord Quackett** alias **Fantomallard** it is said that the **Mad Duke of Duckburg**, who his real name is **Duke Richard Quackett**, was one of his ancestors who arrived in New Albion with the ship **Fracis Drake** in 1579. Having taken possession of various land he thus built its castle and other possible manors.
In fact in the story of Marco Gervasio **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO- IL NOBILE DIETRO LA MASCHERA** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NOBLE BEHIND THE MASK**) palced in the Duckburg of the 1910 it is visible inside Villa Rose a portrait of the **Mad Ducke** and his castle. On a plate his name **Richard Quackett** is also indicated.

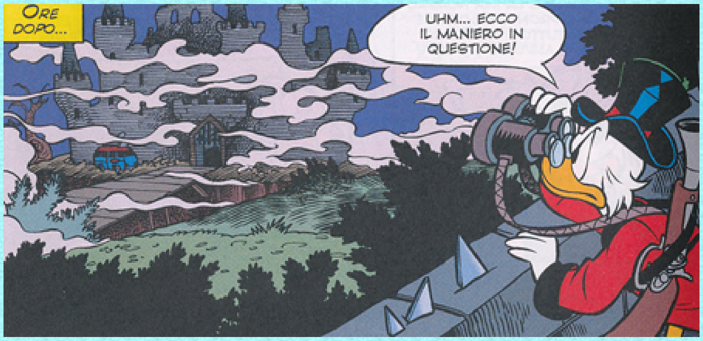

THAT GHOST MUST BE THE MAD DUKE HIMSELF! THEY SAY HE COULD IMITATE ANYBODY!

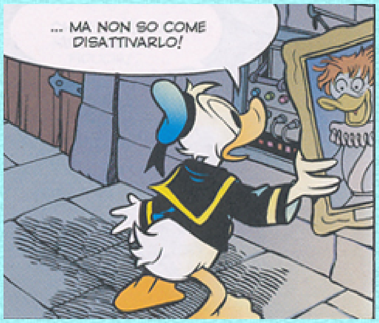
The mysterious side of this character and the fact, as **Scrooge** said, that he could imitate anybody, lets us reasonably suppouse that the **Mad Duke** could be in such a way also related (an ancestor?) to the **Phantom of Notre Duck**. This hypothesis seems to be confirmed in the italian story ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA*** (***DUCK AVENGER AND THE TREASURE OF DOLLY PAPRIKA***) where in the **Fantomallard**' mansion Villa Rose some pictures of the **Phantom of Notre Duck** and the **Mad Duke** are present.

An interesting representation of the Castle of the **Mad Duke** is made by the talented architect/Disney artist Blasco Pisapia in one of his special articles entitled: Duckburg city guide published on the Italian comic book **TOPOLINO** in September of 2014.


CASTELLO DEL DUCA PAZZO

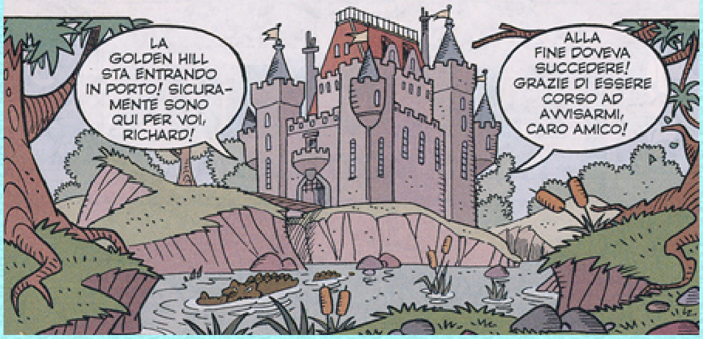
È disseminato di trabocchetti e trappole. Non si hanno informazioni sul Duca pazzo. Esiste solo un quadro con il suo ritratto che, insieme a quello del Fantasma della cattedrale di Notre-Duck [vedi *Topolino* 3063 ,pag. 49], è conservato nella galleria privata di Lord Lamont John Quackett, ovvero Fantomius.
PER INTENDITORI
MEZZA GIORNATA


ORE DOPO...
UHM... ECCO IL MANIERO IN QUESTIONE!

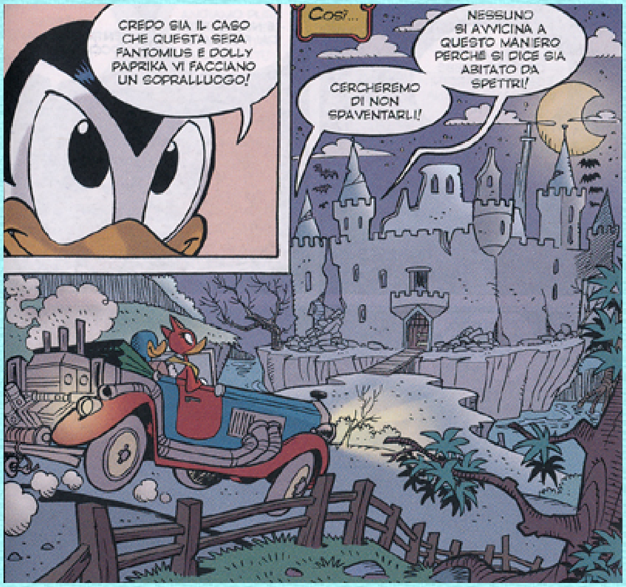

... MA NON SO COME DISATTIVARLO!

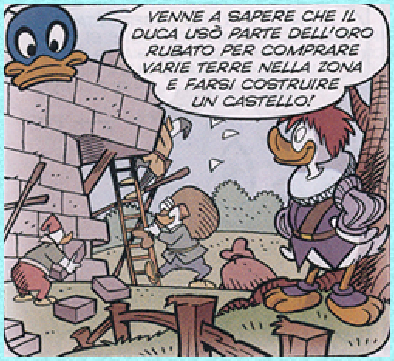
The castle of the **Mad Duke** is shown again by Panaro and Baldoni in the story **ZIO PAPERONE E IL CASTELLO DELLA DOPPIA BATTAGLIA** (**UNCLE SCROOGE AND THE THE CASTLE OF THE DOUBLE BATTLE**) published on Italian comic book **TOPOLINO n. 3093** on march 2015.

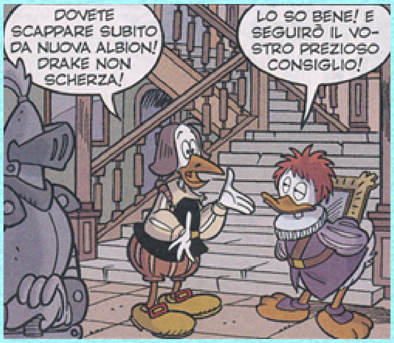
In this adventure the **Beagle Boys** after having stollen the **Scrooge**'s first dime use the **Mad Duke**'s castle as headquarter using the various booby traps present inside the manor against the intruders.


LA GOLDEN HILL STA ENTRANDO IN PORTO! SICURAMENTE SONO QUI PER VOI, RICHARD!
ALLA FINE DOVEVA SUCCEDERE! GRAZIE DI ESSERE CORSO AD AVVISARMI, CARO AMICO!

In the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE TREASURE OF FRANCIS DRAKE** the italian Disney artist Gervasio shows the castle of the **Mad Duke** both in the 1585 when the **Duke Richard Quackett** alias **Mad Duke** was still living there and during the 20s thus in the period of **Lord John Quackett** alias **Fantomallard**.

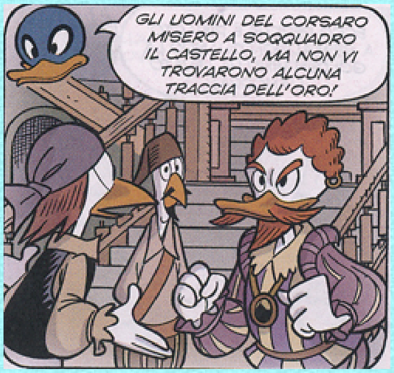

CREDO SIA IL CASO CHE QUESTA SERA FANTOMIUS E DOLLY PAPRIKA VI FACCIANO UN SOPRALLUOGO!
COSÌ...
NESSUNO SI AVVICINA A QUESTO MANIERO PERCHÉ SI DICE SIA ABITATO DA SPETTRI!
CERCHEREMO DI NON SPAVENTARLI!

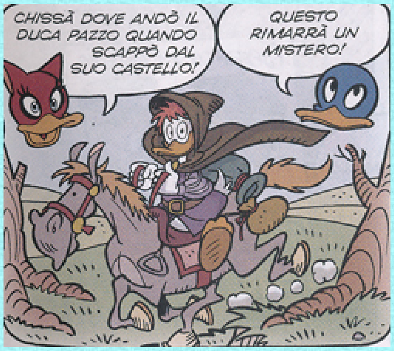

VENNE A SAPERE CHE IL DUCA USÒ PARTE DELL'ORO RUBATO PER COMPRARE VARIE TERRE NELLA ZONA E FARSI COSTRUIRE UN CASTELLO!

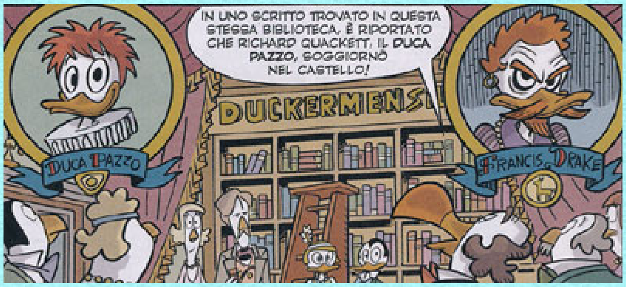

DOVETE SCAPPARE SUBITO DA NUOVA ALBION! DRAKE NON SCHERZA!
LO SO BENE! E SEGUIRÒ IL VOSTRO PREZIOSO CONSIGLIO!

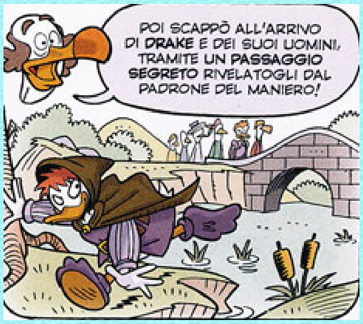
In this aventure is finally clarified the story and the identity of the **Mad Duke**. The **Duke Richard Quackett** arived in *New Albion* (renamed *Drake Borough*) together the crew of **Francis Drake** in the 1579. The Duke remained in *Drake Borough* together other settlers after having stollen part of the booty that **Francis Drake** should have given to the Queen **Elizabeth I** of England. Than he vested some lands and he built some medieval style castles and manors like his famous castle, the Three Towers Castle and the Dismal Valley Manor.

In the 1585 **Sir Francis Drake** come back to *Drake Borough* in order to get back the part of his trasure stolled by the **Mad Duke**. But the Duke warned by his friend **Count of Malasorte** was able to hide what was left of the trasure and he moved to a friend or probaly in one of his other misterious manors like the Three Tower Castle or the Dismal Valley Manor not known by **Francis Drake**.


GLI UOMINI DEL CORSARO MISERO A SOQQUADRO IL CASTELLO, MA NON VI TROVARONO ALCUNA TRACCIA DELL'ORO!

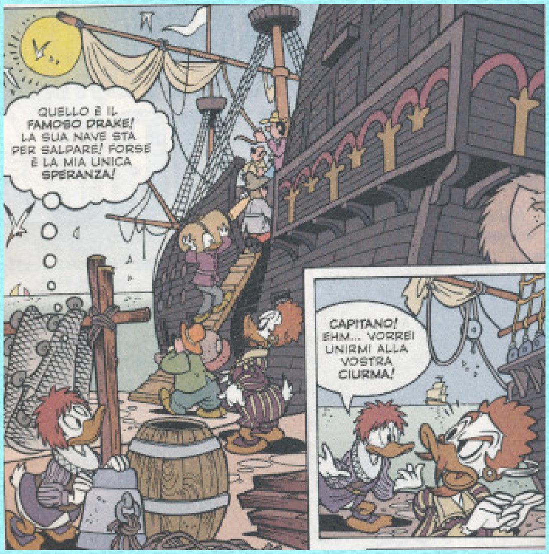

CHISSÀ DOVE ANDÒ IL DUCA PAZZO QUANDO SCAPPÒ DAL SUO CASTELLO!
QUESTO RIMARRÀ UN MISTERO!


IN UNO SCRITTO TROVATO IN QUESTA STESSA BIBLIOTECA, È RIPORTATO CHE RICHARD QUACKETT, IL DUCA PAZZO, SOGGIORNÒ NEL CASTELLO!
DUCKERMENSIL
DUCA PAZZO
FRANCIS DRAKE

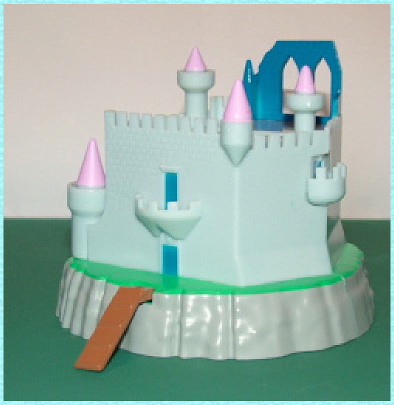

POI SCAPPÒ ALL'ARRIVO DI DRAKE E DEI SUOI UOMINI, TRAMITE UN PASSAGGIO SEGRETO RIVELATOGLI DAL PADRONE DEL MANIERO!

In fact in the story by Gervasio **LE STRABILIANTI IMPRESE DI FANTOMIUS-LADRO GENTILUOMO-DOLLY PAPRIKA** (**THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- DOLLY PAPRIKA**) it is shown that the **Mad Duke** after leaving his castle was guest for a short period at the manor of his friend **Duckermensil**, who was probably another rich person moved in that period from England to *Drake Borough*. The **Mad Duke** trailed by **Francis Drake** and his men also escaped from this manor via a secret passage.

In the prologue of the CLASSICI DISNEY **THE MYSTERIES OF FANTOMALLARD** published in July 2022 it is shows when in 1577 in the arbour of Plymouth **Richard Quackett** to escape some creditors is forced to embark with the crew of **Sir Francis Drake** .


QUELLO È IL FAMOSO DRAKE! LA SUA NAVE STA PER SALPARE! FORSE È LA MIA UNICA SPERANZA!
CAPITANO! EHM... VORREI UNIRMI ALLA VOSTRA CIURMA!

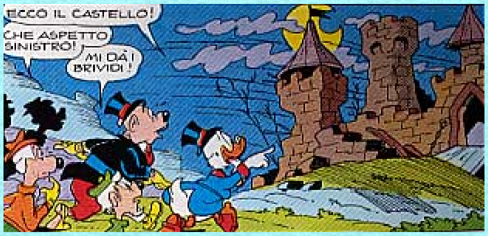
A simple model of the **Mad Duke**'s castle is made by the italian publisher CENTAURIA in the issue 88 and 89 of the collection I LOVE PAPEROPOLI. In these two booklets included with the model it is descibed the origin of the castle and the one of the three towers both built by **Richard Quackett** alias **Mad Duke of Duckburg**.



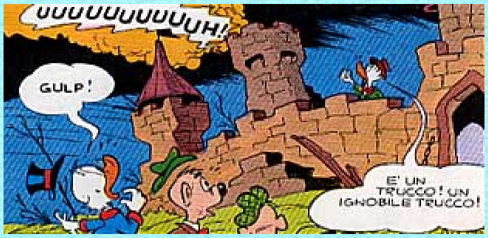
Dal mondo di TOPOLINO
Disney
88
I LOVE PAPEROPOLI
LA CITTÀ PIÙ DIVERTENTE DEL MONDO A CASA TUA
CON I SUOI ABITANTI
CONTIENE UNA STORIA POSTER
IL CASTELLO DEL DUCA PAZZO
CENTAURIA

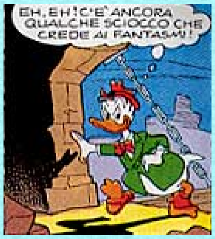
THREE TOWER CASTLE

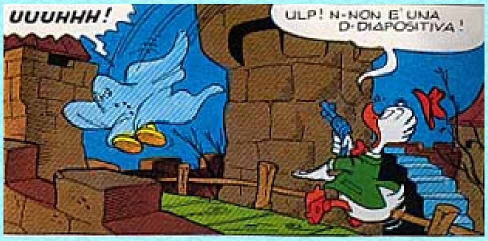
This other beautiful reproduction of a mediaeval castle it was shown for the first time in the Italian story of Guido Martina and Massimo de Vita **PAPERINIK E IL CASTELLO DELLE TRE TORRI** (**DUCK AVENGER AND THE THREE TOWER CASTLE**) **TOP. n°875-876** September 1973.


ECCO IL CASTELLO!
CHE ASPETTO SINISTRO!
MI DÀ I BRIVIDI!

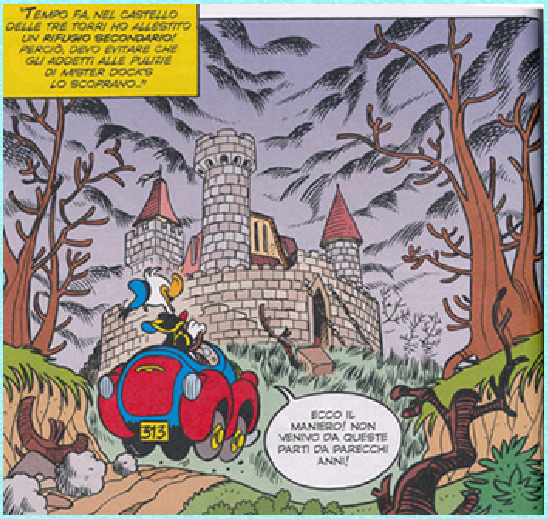
This castle is famed for scary legends, one of which says that a ghost is living in one of the castle's towers. We know from the story that he castle belonged to a certain **Spokius Spektrus**, who died in the second half of the 1800s who is described as a mad person who likes to scare the people with tricks and fake apparitions .


UUUUUUUUUUUH!
GULP!
E' UN TRUCCO! UN IGNOBILE TRUCCO!

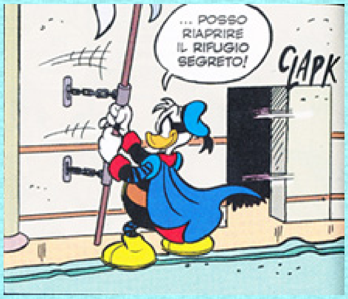

EH, EH! C'È ANCORA QUALCHE SCIOCCO CHE CREDE AI FANTASMI!

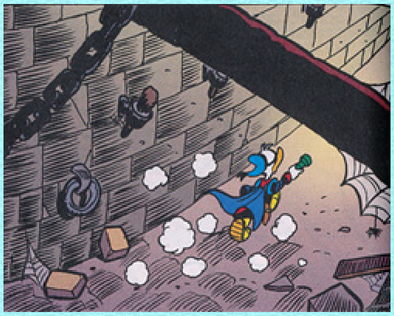

UUUHHH!
ULP! N-NON E' UNA D-DIAPOSITIVA!

This first story does not show any images of this mad character, but his description, his maniacal taste for the creepy tricks, fit well to be related in such a way with the above mentioned **Mad Duke**. In this case the three tower castle could have been buit in the same period as the **Mad Duke** one.

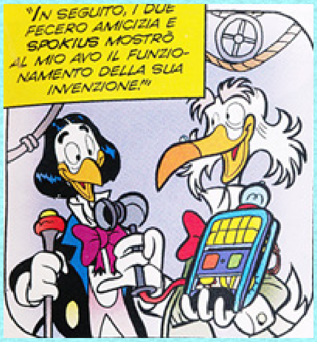

"TEMPO FA, NEL CASTELLO DELLE TRE TORRI HO ALLESTITO UN RIFUGIO SECONDARIO! PERCIÒ, DEVO EVITARE CHE GLI ADDETTI ALLE PULIZIE DI MISTER DOCK'S LO SCOPRANO..."
313
ECCO IL MANIERO! NON VENIVO DA QUESTE PARTI DA PARECCHI ANNI!

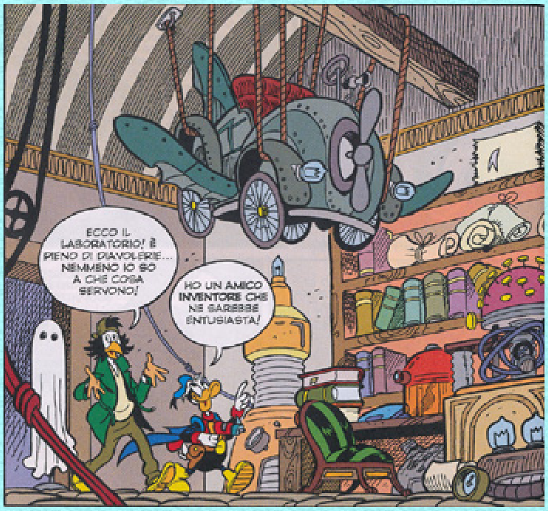
A restored Three Tower Castle it is shown again in the story of Panaro and Zanchi ***PAPERINIK E IL CASTELLO DEI SEGRETI*** (***DUCK AVENGER AND THE CASTLE OF THE SECRETS***) published on **TOPOLINO n. 2996** April 2013.
From this adventure we know that after the castle was restored by the Duckburg municipal comunity **DUCK AVENGER** installed inside it a second secret hideout. The secret access of this hideout was hide behind a wall of the castle main living room, it can be opend pulling the big halberd placed in the wall.

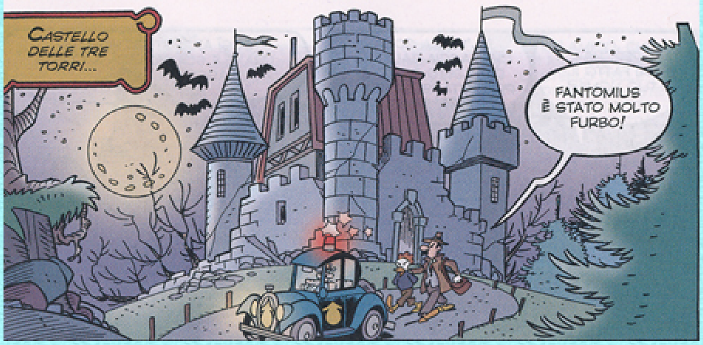

... POSSO RIAPRIRE IL RIFUGIO SEGRETO!
CIAPK



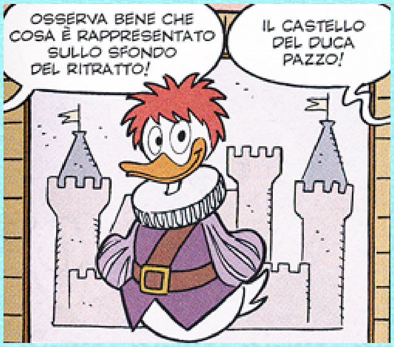
In this story some internal rooms of the castle are shown as well as the secret passages and tunnels. Furthermore also the real image of **Spokius Spektrus** and his secret laboratory are shown.
This character was a strange inventor who enjoy to create absurd machinery and misterious tricks used to scare the population living in the area and also his own friends.
The Three Tower Castle is fully described on the related page **Three Tower Castle**


"IN SEGUITO, I DUE FECERO AMICIZIA E SPOKIUS MOSTRÒ AL MIO AVO IL FUNZIONAMENTO DELLA SUA INVENZIONE!"

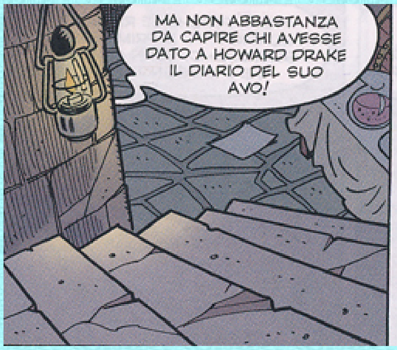

ECCO IL LABORATORIO! È PIENO DI DIAVOLERIE... NEMMENO IO SO A CHE COSA SERVONO!
HO UN AMICO INVENTORE CHE NE SAREBBE ENTUSIASTA!

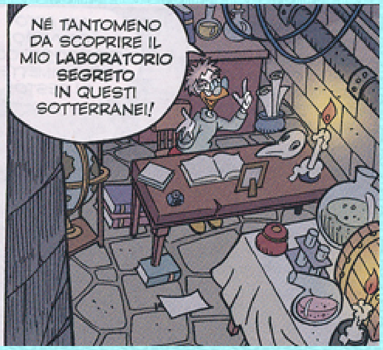

CASTELLO DELLE TRE TORRI...
FANTOMIUS È STATO MOLTO FURBO!

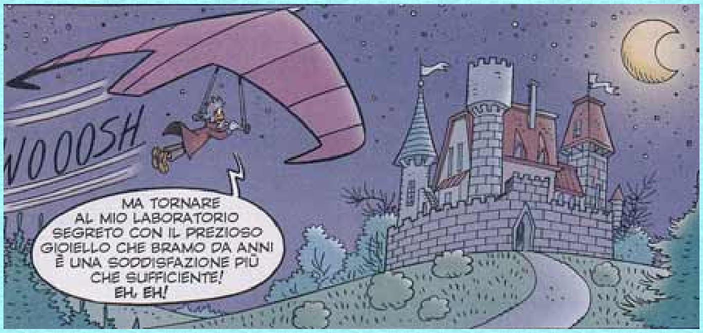
The Three Tower castle is shows how it was during the 20s by Gervasio in the fourteenth episode of the **Fantomallard** saga titled **THE TRASURE OF FRANCIS DRAKE**. In this adventure is told that the castle was originally buit by the **Mad Duke**. On one of his portrait in fact the Duke is represented in front of the Three Tower Castle instead of his usual manor.
It is thu is logical to suppose that the castle was sold in a later period to **Spokius Spektrus** (or to some of his ancestors) by some heir of the **Mad Duke**.


OSSERVA BENE CHE COSA È RAPPRESENTATO SULLO SFONDO DEL RITRATTO!
IL CASTELLO DEL DUCA PAZZO!

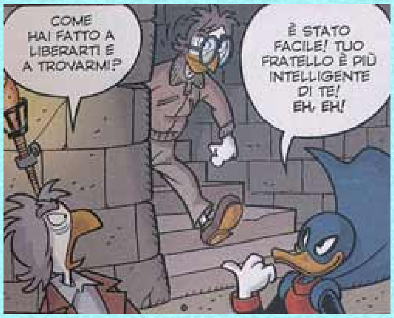
In the same story Gervasio also shows that during the 20s **Cartesius Gearloose**, twin of **Copernicus**, has his secret laboratory in the underground of the castle. We can thus presume that **Cartesius** was a friend or a student or an assistant of **Spokius Spektrus** who also was a extravagant genius and inventor.


MA NON ABBASTANZA DA CAPIRE CHI AVESSE DATO A HOWARD DRAKE IL DIARIO DEL SUO AVO!

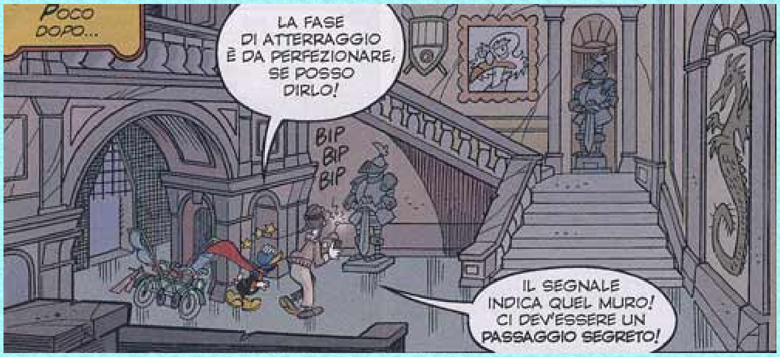

NÉ TANTOMENO DA SCOPRIRE IL MIO LABORATORIO SEGRETO IN QUESTI SOTTERRANEI!

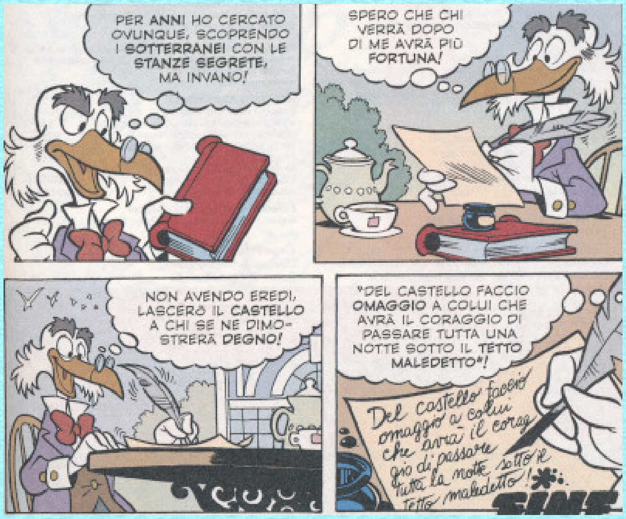

WOOOSH
MA TORNARE AL MIO LABORATORIO SEGRETO CON IL PREZIOSO GIOIELLO CHE BRAMO DA ANNI È UNA SODDISFAZIONE PIÙ CHE SUFFICIENTE! EH, EH!

The Three Tower castle is shown again during the 20s in the sixteenth episode of the **Fantomallard** saga titled **THE THIEF AND THE BILIONARE**. In this adventure **Cartesio Gearloose** is back and he use the castle secret hideout as his laboratory.


COME HAI FATTO A LIBERARTI E A TROVARMI!?
È STATO FACILE! TUO FRATELLO È PIÙ INTELLIGENTE DI TE! EH, EH!

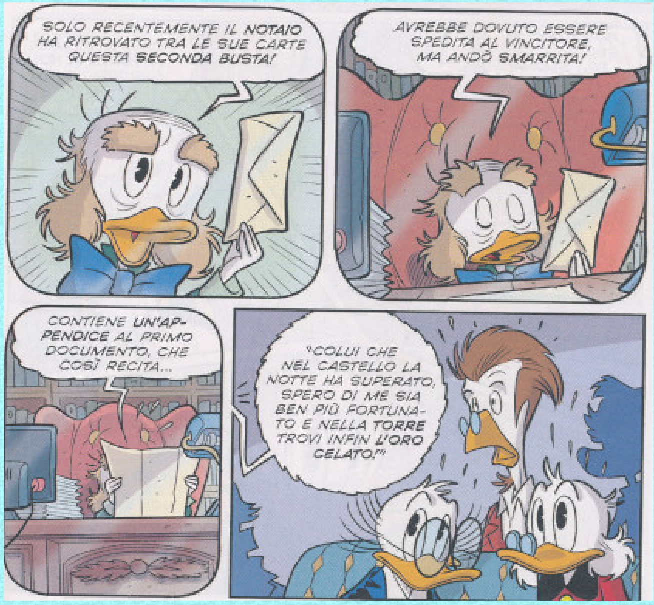
In this adventure Gervasio also shown other rooms of the castle included the large living room with the portrait of **Spokius Spektrus** last owner of the manor.

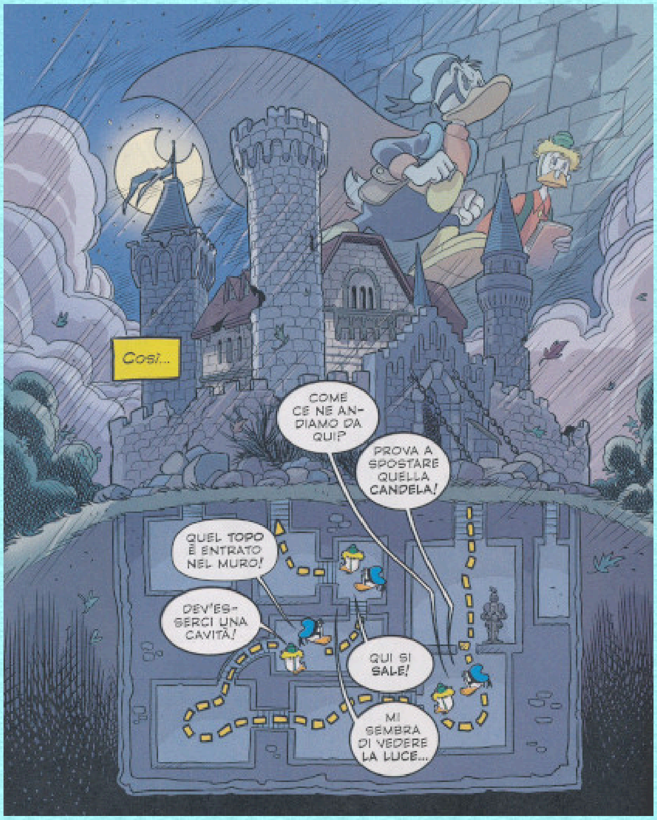

POCO DOPO...
LA FASE DI ATTERRAGGIO È DA PERFEZIONARE, SE POSSO DIRLO!
BIP BIP BIP
IL SEGNALE INDICA QUEL MURO! CI DEV'ESSERE UN PASSAGGIO SEGRETO!


PER ANNI HO CERCATO OVUNQUE, SCOPRENDO I SOTTERRANEI CON LE STANZE SEGRETE, MA INVANO!
SPERO CHE CHI VERRÀ DOPO DI ME AVRÀ PIÙ FORTUNA!
NON AVENDO EREDI, LASCERÒ IL CASTELLO A CHI SE NE DIMOSTRERÀ DEGNO!
"DEL CASTELLO FACCIO OMAGGIO A COLUI CHE AVRÀ IL CORAGGIO DI PASSARE TUTTA UNA NOTTE SOTTO IL TETTO MALEDETTO"!
Del castello faccio omaggio a colui che avrà il coraggio di passare tutta la notte sotto il tetto maledetto!
FINE

In some vignettes connecting some stories of the **Fantomallard** saga reprinted in the special Classic **THE MYSTERIES OF FANTOMIUS** it is shows again **Spokius Spektrus** towards the end from 1800 when he wrote his will concerning the castle of the three towers.

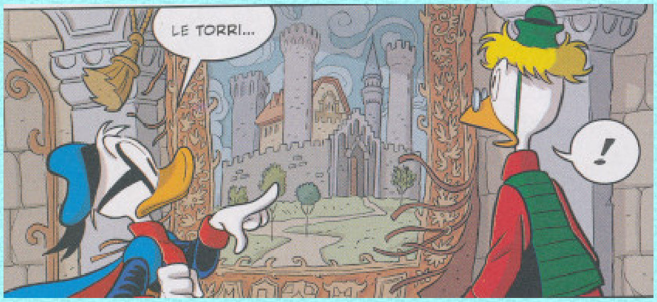
In the story of Bertani,Gervasio and Baccinelli ***DUCK AVENGER AND THE GOLDEN TOWER*** published on italian comic books TOPOILINO n.3479-3481 The lawyer **Raymond Bum** who had managed the will of **Spokius Spektrus** announces the existence of another letter where the owner of the castle informs the one who will inherit the castle of the presence of a mysterious treasure in one of the towers (probably the gold that the **Mad Duke** stole from **Francis Drake**), a treasure that the **Spokius Spectrus** himself was not in able to find.

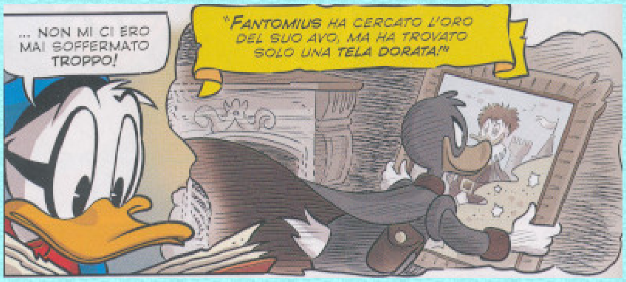

SOLO RECENTEMENTE IL NOTAIO HA RITROVATO TRA LE SUE CARTE QUESTA SECONDA BUSTA!
AVREBBE DOVUTO ESSERE SPEDITA AL VINCITORE, MA ANDÒ SMARRITA!
CONTIENE UN'APPENDICE AL PRIMO DOCUMENTO, CHE COSÌ RECITA...
"COLUI CHE NEL CASTELLO LA NOTTE HA SUPERATO, SPERO DI ME SIA BEN PIÙ FORTUNATO E NELLA TORRE TROVI INFIN L'ORO CELATO!"


Così...
COME CE NE ANDIAMO DA QUI?
PROVA A SPOSTARE QUELLA CANDELA!
QUEL TOPO È ENTRATO NEL MURO!
DEV'ESSERCI UNA CAVITÀ!
QUI SI SALE!
MI SEMBRA DI VEDERE LA LUCE...

The story is set in the period in which **Duck Avenger** with the help of **Gyro Gearloose** is forced to create the alternative refuge in one of the secret rooms of the castle, being the refuge under the **Donald**'s house uninhabitable due to sudden flooding. In the story we are again shown different areas of the castle, the dungeons and the various mechanisms to access the secret rooms.

At the end of the story ***DUCK AVENGER AND THE GOLDEN TOWER*** **Duck Avenger** and **Gyro** discover that originally the castle had four towers and therefore the treasure of **Richard Quackett** was hidden in the tower which was later destroyed.




... NON MI CI ERO MAI SOFFERMATO TROPPO!
"FANTOMIUS HA CERCATO L'ORO DEL SUO AVO, MA HA TROVATO SOLO UNA TELA DORATA!"

Reading better one of the diaries of **Fantomallard** the two friends discover that the gentleman thief had already sought his ancestor's gold but that he found only a gilded canvas. It seems that **Richard Quackett** used that gold to help the first settlers in the area build the Cape Quack lighthouse.

Dal mondo di TOPOLINO

89

I LOVE PAPEROPOLI

LA CITTÀ PIÙ DIVERTENTE DEL MONDO A CASA TUA

CON I SUOI ABITANTI

CONTIENE UNA STORIA POSTER

CASTELLI E MANIERI

EXTRA

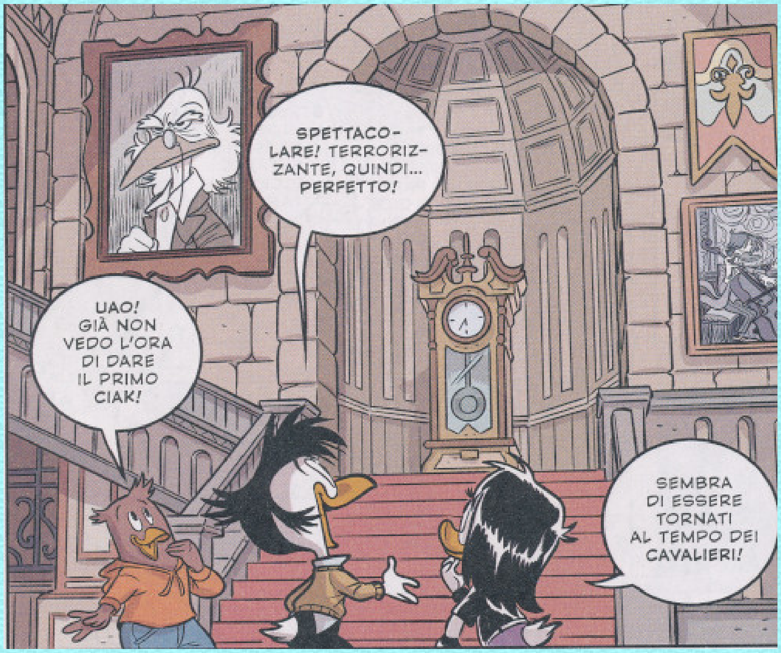
I LUOGHI:

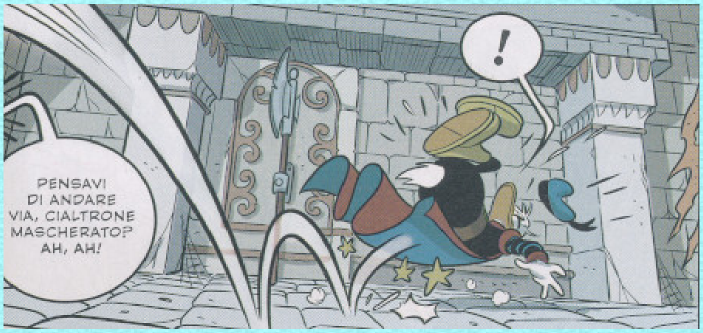
LA DIMORA ALTERNATIVA DI RICHARD QUACKETT CELA A SUA VOLTA SEGRETI E MISTERI CHE VALE LA PENA DI APPROFONDIRE.

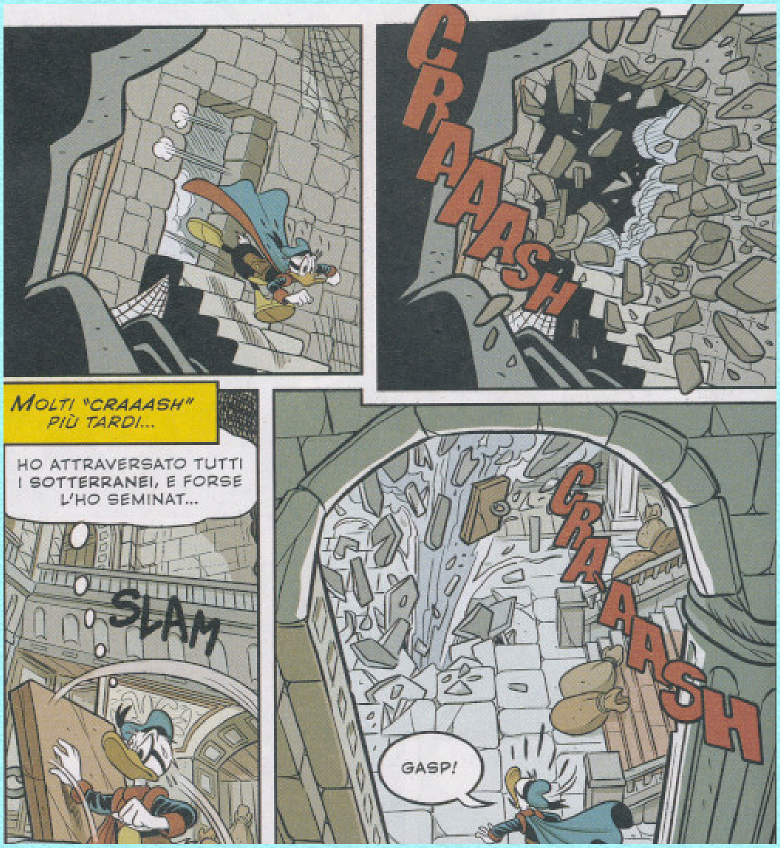
IL CASTELLO DELLE TRE TORRI

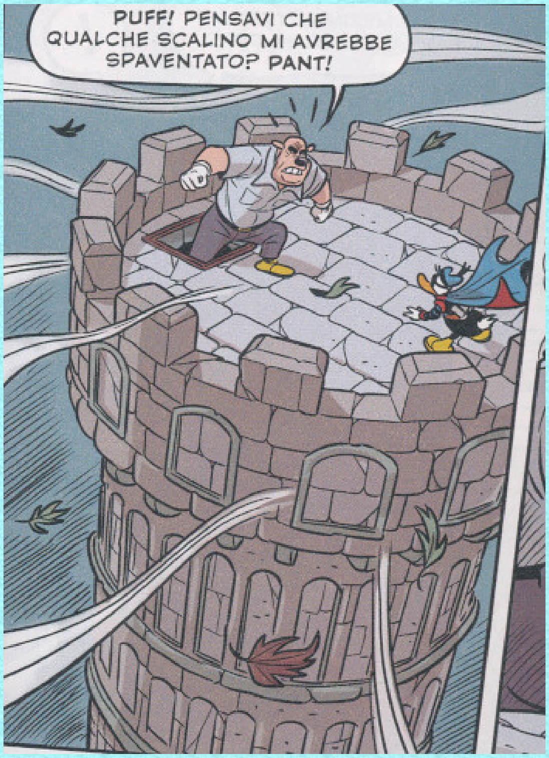
The three towers castle is also described in the issue 89 of the italian publisher CENTAURIA of the collection I LOVE PAPEROPOLI.

The castle of the three towers appears again in the story of Gervasio and Baccinelli **DUCK AVENGER IN TRAPPED AT THE CASTLE** where the masked duck finds himself facing **Wilson Risk** which was already his opponent in a previous story.


SPETTACOLARE! TERRORIZZANTE, QUINDI... PERFETTO!
UAO! GIÀ NON VEDO L'ORA DI DARE IL PRIMO CIAK!
SEMBRA DI ESSERE TORNATI AL TEMPO DEI CAVALIERI!

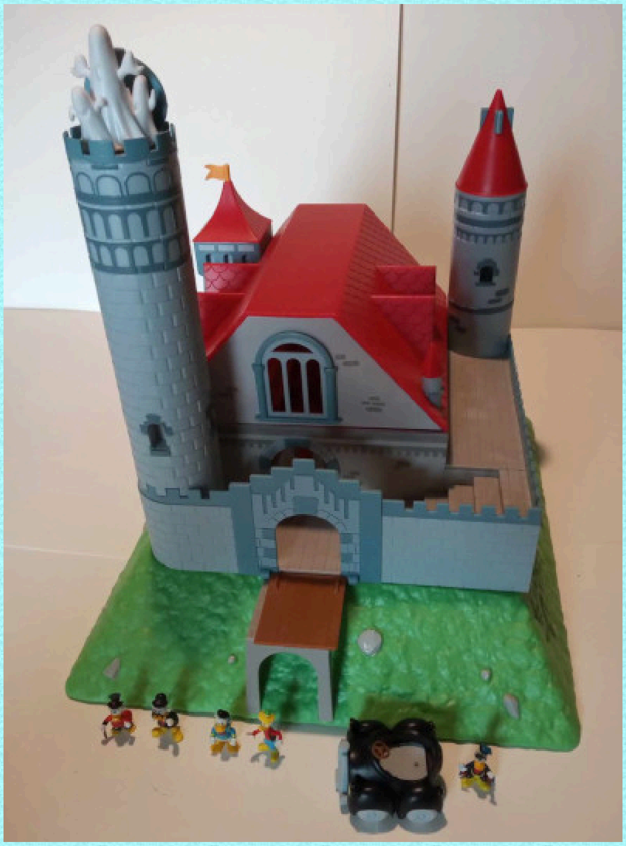

!
PENSAVI DI ANDARE VIA, CIALTRONE MASCHERATO? AH, AH!

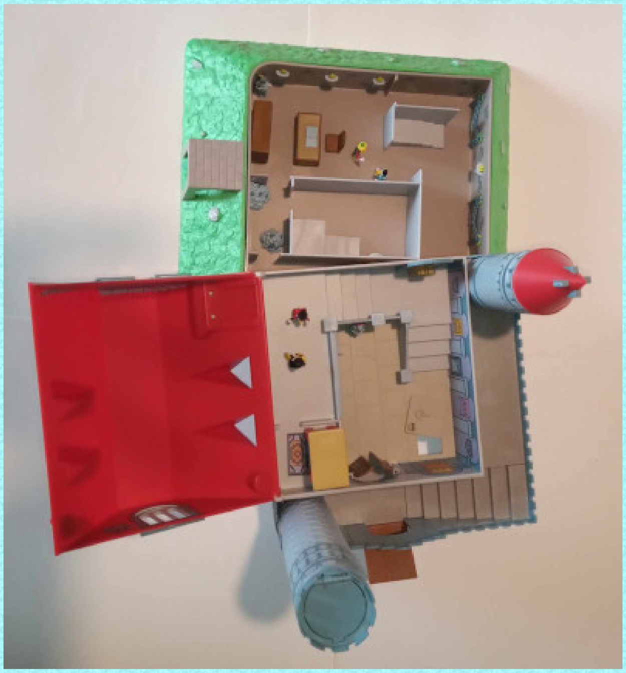

CRAAASH
MOLTI "CRAAASH" PIÙ TARDI...
HO ATTRAVERSATO TUTTI I SOTTERRANEI, E FORSE L'HO SEMINAT...
SLAM
CRAAAASH
GASP!

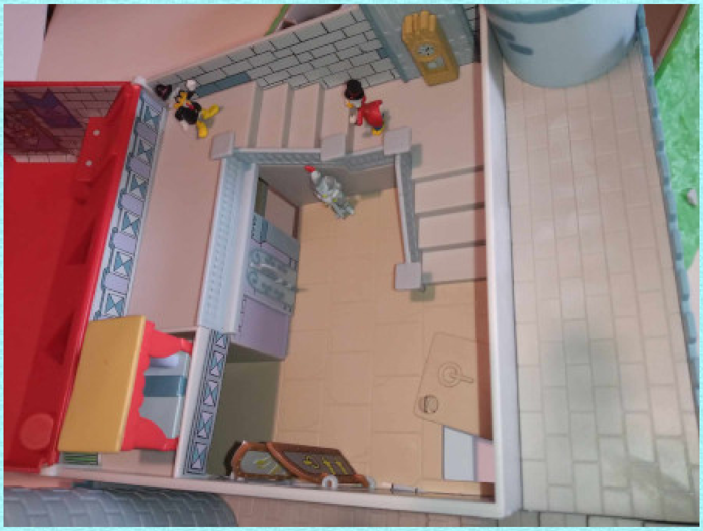

PUFF! PENSAVI CHE QUALCHE SCALINO MI AVREBBE SPAVENTATO? PANT!

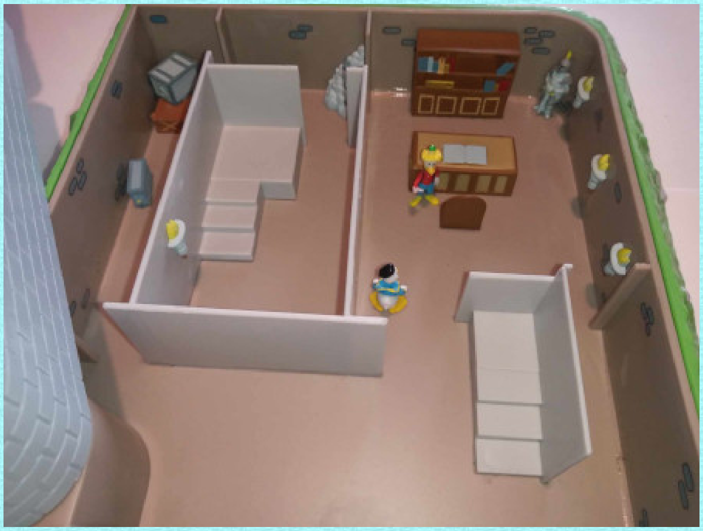
In this adventure the talented artist Baccinelli shows us some glimpses of the castle including the high main tower known as "the ghost tower"

On the occasion of this adventure, PANINI publishing created a beautiful model of the castle of the three towers complete with internal rooms, underground rooms, secret passages and the **Duck Avenger** characters with his special car, **Donal Duck** , **Gyro Gearloose**, **Scrooge Mc Duck**, **Rockerduck** and the "ghosts" on the main tower.



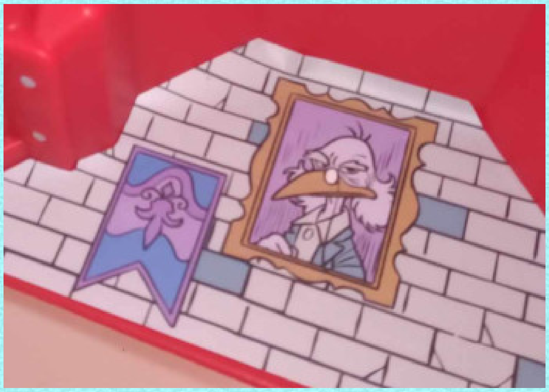


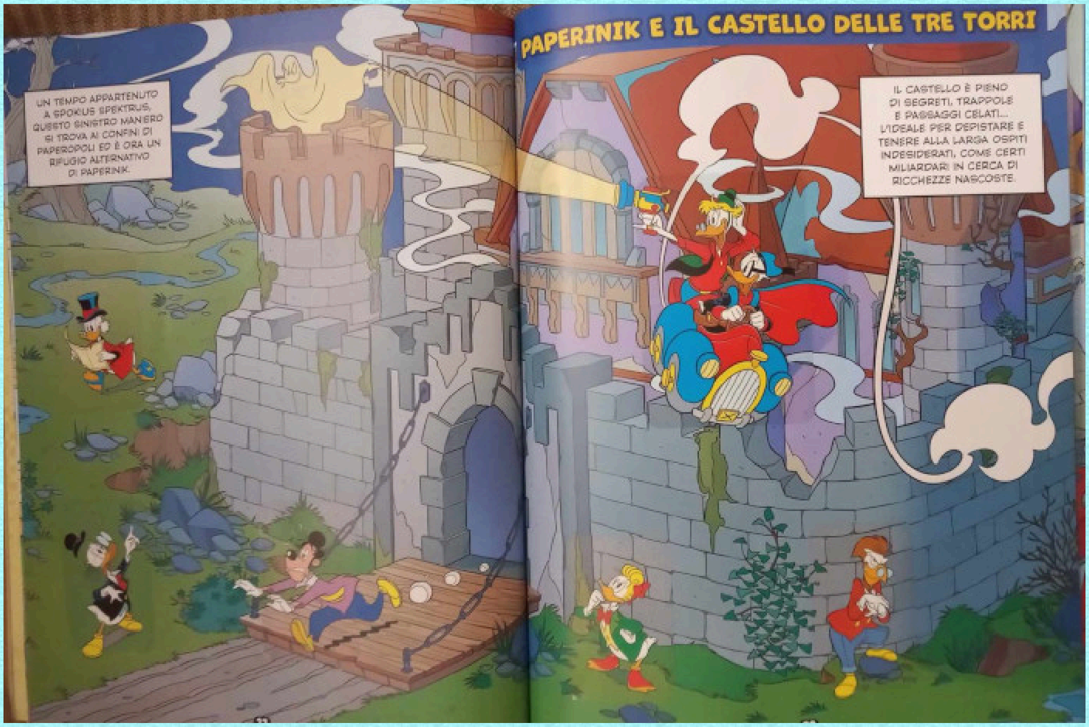




The model includes various details and parts of both the internal halls and the secret hideout including the ancient style bed, the armour, the pendulum clock, tapestries, the halberd which hides a secret passage, the secret door which leads to the hideout, chests, shackles and chains.

Among the notable paintings are the portrait of **Spokis Spektrus** and that of the **Mad Duke of Duckburg** who created the castle in the 16th century.




PAPERINIK E IL CASTELLO DELLE TRE TORRI
UN TEMPO APPARTENUTO A SPOKUS SPEKTRUS, QUESTO SINISTRO MANIERO SI TROVA AI CONFINI DI PAPEROPOLI ED È ORA UN RIFUGIO ALTERNATIVO DI PAPERINIK.
IL CASTELLO È PIENO DI SEGRETI, TRAPPOLE E PASSAGGI CELATI... L'IDEALE PER DEPISTARE E TENERE ALLA LARGA OSPITI INDESIDERATI, COME CERTI MILIARDARI IN CERCA DI RICCHEZZE NASCOSTE.

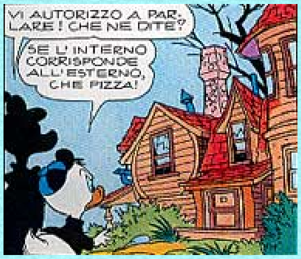
The three towers castle is also represented in the Italin sticker cards album DONAL DUCK 90 issued in 2024.

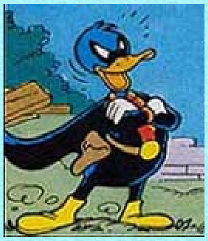
VILLA ROSE

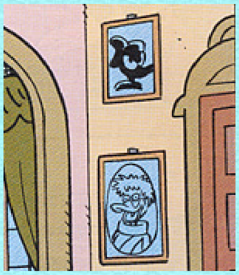
Created by Guido Martina and drawn for the first time by Giovan Battista Carpi, this ruined (than destoyed) Villa, located in the Squash County area outside the Duckburg city limit, is the hideout of the gentleman thief **Lord Quackett** alias **Fantomallard**, and it is for sure one of the most mysterious and evocative Duckburg localities.

Both Villa Rose and its mysterious owner are well described in the relevant pages: **Villa Rose** e **Fantomallard**.
Also in this case, it can be taken into account that due to the typical characteristics of the mysterious gentleman thief (eccentricity, ability to disguise, darkness, maniac for mysterious places full of traps, etc..) it is reasonable to think that this character could be related to the previous ones or even better, he himself could be the The **Phantom of Notre Duck**

.


VI AUTORIZZO A PARLARE! CHE NE DITE?
SE L'INTERNO CORRISPONDE ALL'ESTERNO, CHE PIZZA!

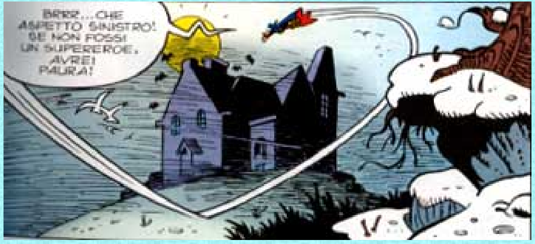




These hypotheses have been partially confirmed in the biography of **Lord Quackett** published on the number one of the special volume **DEFINITIVE COLLECTION** edited in Italy by **PANINI** and dedicated to **Fantomallard** as well as by the various portraits of both the **Mad Duke** and the **Phantom of Notre Duck** represented by Gervasio in the various rooms of Villa Rose

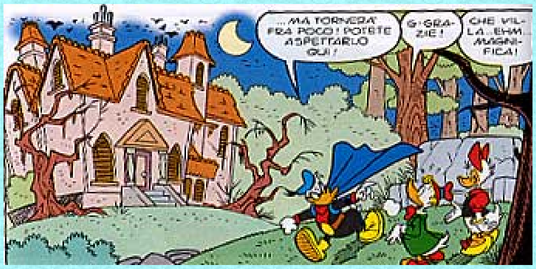
ERMINE's HOUSE

Created by Bruno Sarda and Marco Gervasio this other mysteroius hideout of **Fantomallard** is located in the mountains several miles outside Duckburg. This place is fully described in the relevant page **Ermine's House**.

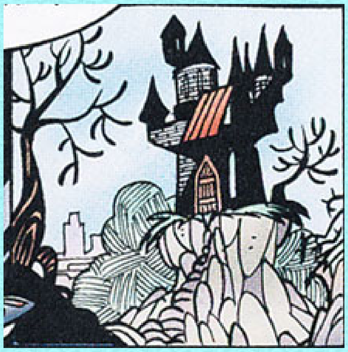

BRRR... CHE ASPETTO SINISTRO! SE NON FOSSI UN SUPEREROE, AVREI PAURA!

VILLA LALLA

The summer hideout of **Fantomallard** created by Fabio Michelini and Marco Gervasio is located near the sea in the north part of Duckburg bay. Also in this case this dismal mansion is fully described in the relevat page **Villa Lalla**.


...MA TORNERA' FRA POCO! POTETE ASPETTARLO QUI!
G-GRA-ZIE!
CHE VIL-LA..EHM.. MAGNI-FICA!

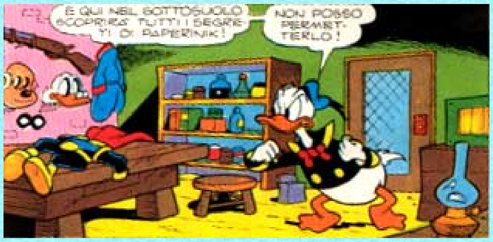
DISMAL VALLEY MANOR



This other reproduction of Medieval Castle is one of several secret hideout of **Fantomallard** and **Dolly Paprika** it is located in a difficult accessible area in the north-east of Duckburg.
Considering the owner and style of construction also this castle was presumably made by the **Mad Duke** that we know being an ancestor of **Lord Quackett**.
The Manor of Dismal Valley is fully described in the relevant page **Dismal Valley Manor**.

DUCK AVENGER's HIDEOUT

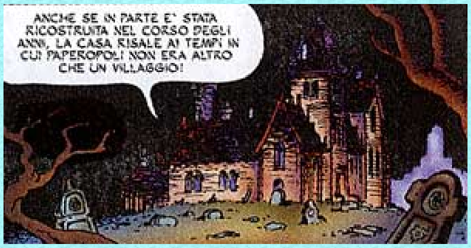
Created by Guido Martina, this hideout designed and built by **Gyro Gearloose** under **Donald**'s house is certainly one of the most secret and well protected places in Duckburg. All the informations about this secret hideout are available in the relevant page **The Hideout**.

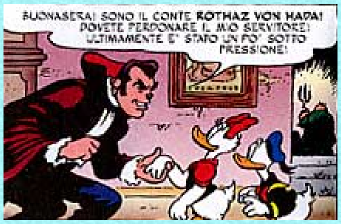

E QUI NEL SOTTOSUOLO SCOPRIRAI TUTTI I SEGRETI DI PAPERINIK!
NON POSSO PERMETTERLO!

THE HADA's HOUSE

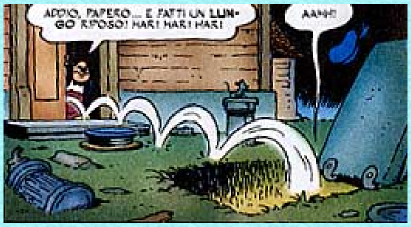
This creepy mansion in Duckburg's suburbs is shown in Marco Rota's story ***DONAL DUCK-THE HADA's HOUSE* Anders & Co. n°31** July 1998.

The sinister but handsome Count **Rothaz Von Hada** lives in this mansion together with his butler **Dalan Dedon**. The Count, who seems to be a vampire, comes from one of the oldest and noblest families of central Europe. During the XVII century one of his ancestors settled in the Duckburg area long before the city was founded.

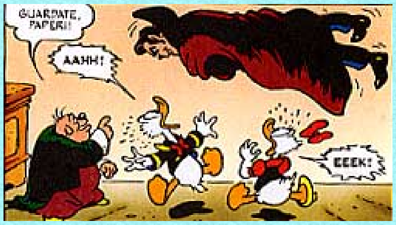

ANCHE SE IN PARTE E' STATA RICOSTRUITA NEL CORSO DEGLI ANNI, LA CASA RISALE AI TEMPI IN CUI PAPEROPOLI NON ERA ALTRO CHE UN VILLAGGIO!


BUONASERA! SONO IL CONTE ROTHAZ VON HADA! DOVETE PERDONARE IL MIO SERVITORE! ULTIMAMENTE E' STATO UN PO' SOTTO PRESSIONE!

PER APRIRE LA BOTOLA...
CLONK

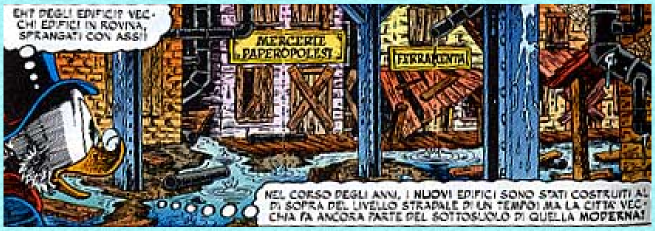

ADDIO, PAPERO... E FATTI UN LUNGO RIPOSO! HAR! HAR! HAR!
AAHH!

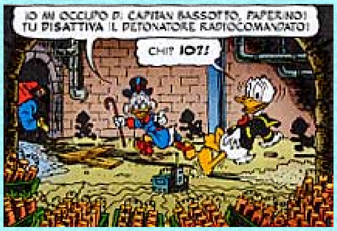
The house as in the best horrorfying tradition has a family cemetery, several secret passages and many traps. In this adventure Marco Rota hides in some sketches references to Barks (in a wall painting there is a caricature of the great artist, another one shows Barks' **Zombie**, and in one occasion **Magica de Spell** is mentioned etc...).


GUARDATE, PAPERI!
AAHH!
EEEK!

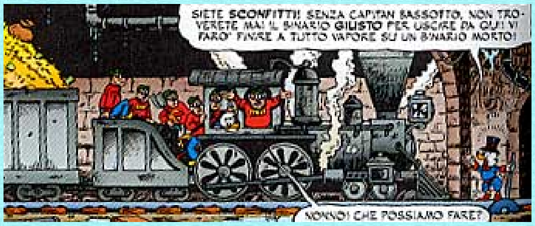
THE UNDERGROUND OLD DUCKBURG

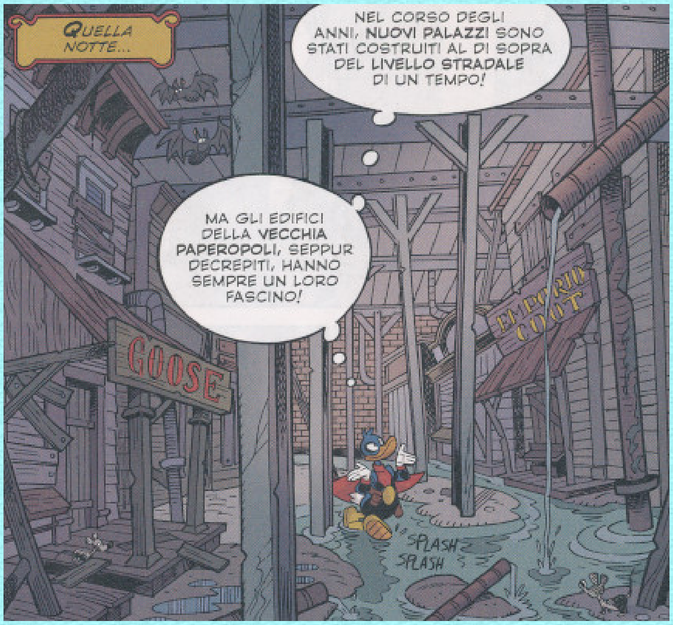
Don Rosa in the story ***UNCLE SCROOGE IN A LITTLE SOMETHING SPECIAL*** shows us the old village of **Duckburg** as it was at the end of the 1800s and beginning of the 1900s, whose remains are still part of the modern city underground.


EH? DEGLI EDIFICI? VECCHI EDIFICI IN ROVINA, SPRANGATI CON ASSI!
MERCERIE PAPEROPOLESI
FERRAMENTA
NEL CORSO DEGLI ANNI, I NUOVI EDIFICI SONO STATI COSTRUITI AL DI SOPRA DEL LIVELLO STRADALE DI UN TEMPO! MA LA CITTA' VECCHIA FA ANCORA PARTE DEL SOTTOSUOLO DI QUELLA MODERNA!


IO MI OCCUPO DI CAPITAN BASSOTTO, PAPERINO! TU DISATTIVA IL DETONATORE RADIOCOMANDATO!
CHI? IO?!

In this story the ghost underground village is utilized as a hideout by the baleful gang **Magica de Spell**, **Beagle Boys**, **Flintheart Glomgold** who together try to accomplish a devilish plan against **Scrooge McDuck**.


SIETE SCONFITTI! SENZA CAPITAN BASSOTTO, NON TROVERETE MAI IL BINARIO GIUSTO PER USCIRE DA QUI! VI FARO' FINIRE A TUTTO VAPORE SU UN BINARIO MORTO!
NONNO! CHE POSSIAMO FARE?

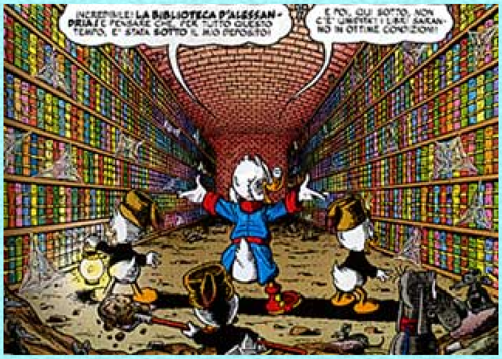

QUELLA NOTTE...
NEL CORSO DEGLI ANNI, NUOVI PALAZZI SONO STATI COSTRUITI AL DI SOPRA DEL LIVELLO STRADALE DI UN TEMPO!
MA GLI EDIFICI DELLA VECCHIA PAPEROPOLI, SEPPUR DECREPITI, HANNO SEMPRE UN LORO FASCINO!
GOOSE
EMPORIO COOT
SPLASH
SPLASH

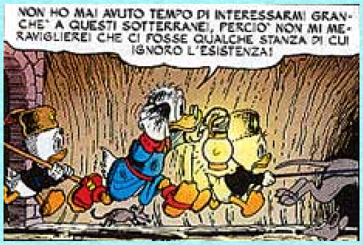
In the story ***THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF THE DOWN OF FANTOMALLARD*** Gervasio show us a beautiful image of the old underground Duckburg which can also be accessed from the basement of the Notre Duck cathedral.

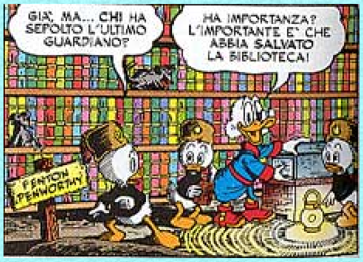
MONEY BIN's UNDERGROUND LIBRARY

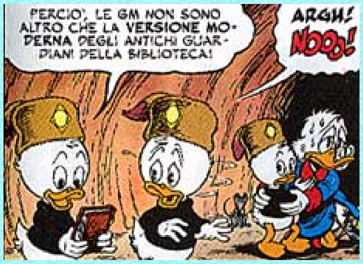
Don Rosa again in the story ***GUARDIAN OF THE LOST LIBRARY*** shows us a uptil now unknown underground under **Scrooge**'s Money Bin.

This secret place was realized by **Sir Francis Drake** under Fort Drakeborough as an escape tunnel and to hide several books raided from a Spanish ship. Those books were the summary of the remains of the famous and lost Alexandrian library.

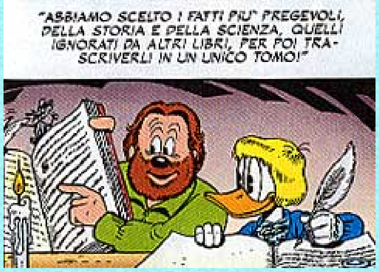

INCREDIBILE! LA BIBLIOTECA D'ALESSANDRIA! E PENSARE CHE, PER TUTTO QUESTO TEMPO, E' STATA SOTTO IL MIO DEPOSITO!
E POI, QUI SOTTO, NON C'E' UMIDITA'! I LIBRI SARANNO IN OTTIME CONDIZIONI!


NON HO MAI AVUTO TEMPO DI INTERESSARMI GRANCHE' A QUESTI SOTTERRANEI, PERCIO' NON MI MERAVIGLIEREI CHE CI FOSSE QUALCHE STANZA DI CUI IGNORO L'ESISTENZA!


GIA', MA... CHI HA SEPOLTO L'ULTIMO GUARDIANO?
HA IMPORTANZA? L'IMPORTANTE E' CHE ABBIA SALVATO LA BIBLIOTECA!
FENTON PENWORTHY

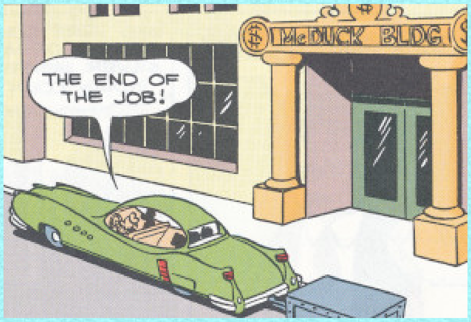

PERCIO', LE GM NON SONO ALTRO CHE LA VERSIONE MODERNA DEGLI ANTICHI GUARDIANI DELLA BIBLIOTECA!
ARGH! NOOO!

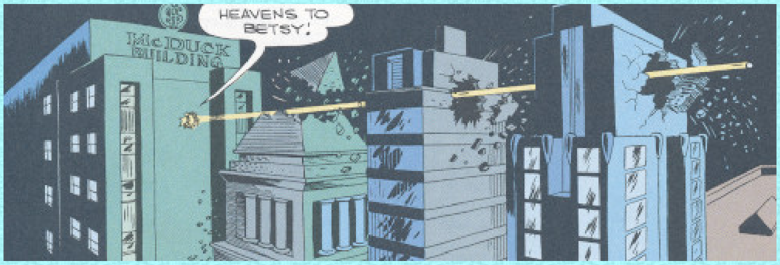
The story tells that those volumes have been summarized in one single manual by **Fenton Penworthy** the last Fort Drakeborough survivor after the Indian's attack. This manual has been later found by **Cornelius Coot** who gave it to his son **Clinton Coot**. He utilized this book as a base for the **Junior Woodchucks**'s infallible guidebook.


"ABBIAMO SCELTO I FATTI PIU' PREGEVOLI, DELLA STORIA E DELLA SCIENZA, QUELLI IGNORATI DA ALTRI LIBRI, PER POI TRASCRIVERLI IN UN UNICO TOMO!"

Scrooge McDuck Money Building and Money Bin evolution

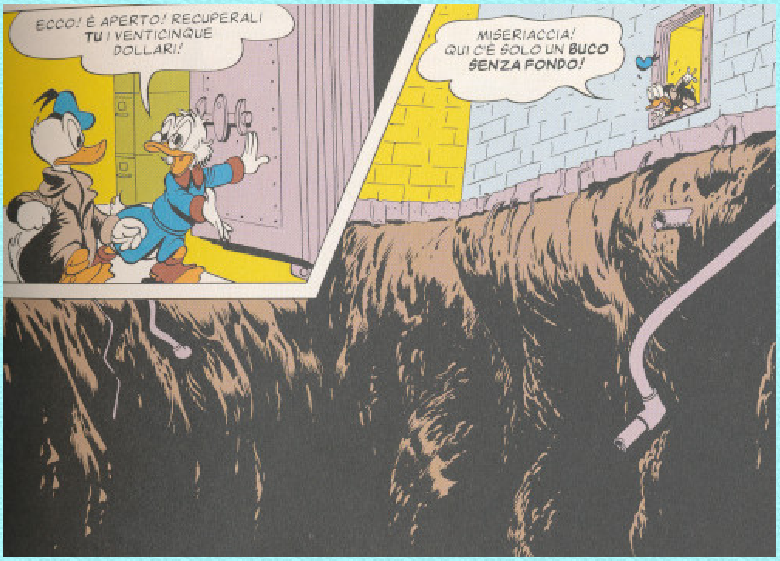
The Scrooge's Money Bin is certainly one of the most visible and characteristic buildings of Duckburg. The history of its evolution, first as a simple monetary building located in the downtown of Duckburg and then only later in 1951 as a real Money Bin built on the Killmotor hill (where the old Duckburg fort stood), is mainly based on the information provided by Carl Barks with some complementary references taken from some stories of Don Rosa and other authors of the Italian Disney school.


McDUCK BLDG
THE END OF THE JOB!


McDUCK BUILDING
HEAVENS TO BETSY!

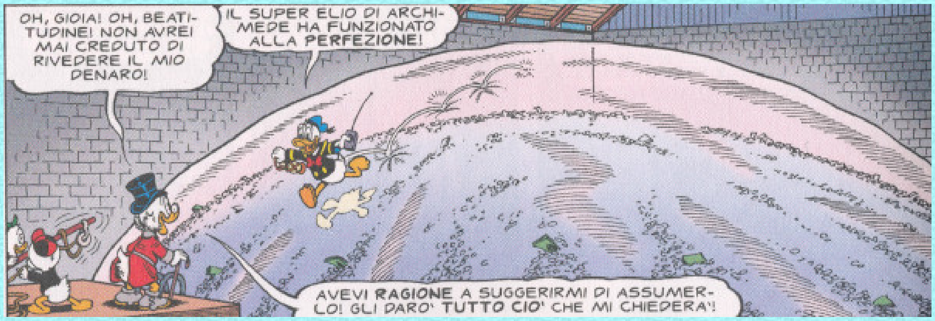
Scrooge McDuck after his arrival in Duckburg in 1902 (reference chapter 10 of the Saga on the life of Don Rosa Scrooge) built a building in a downtown area in which to keep his money safe (actually in the stories of Barks it is evident that the monetary buildings and probably also the subsequent Money Bin are more than one, but for simplicity we consider that **Scrooge** kept his money in a single monetary building and later in a Money Bin only). The monetary building is shown in several stories by Carl Barks where it is quite evident that it is not yet the famous Bin on the Killmotor hill but a simple monetary building in the city.

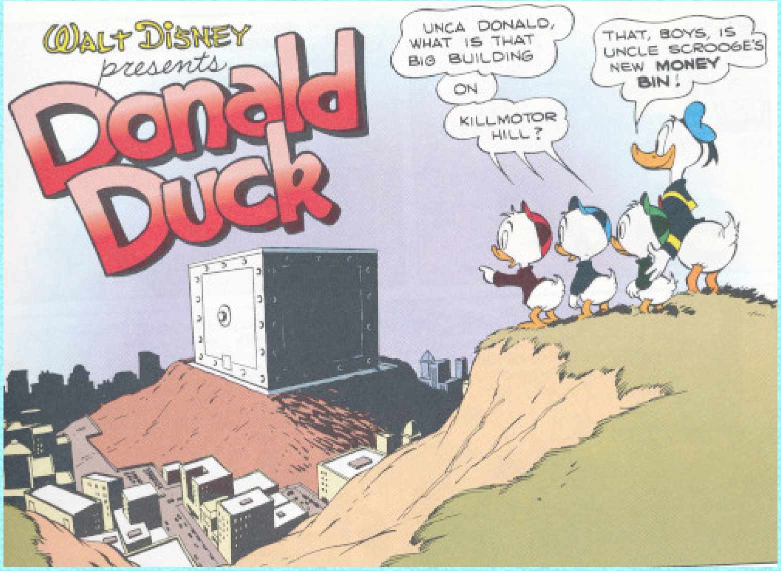
During his absence from Duckburg from 1903 to 1930 (reference chapter 11 of the Don Rosa saga and the story of Marco Gervasio **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE THIEF AND THE BILLIONAIRE**) his finances and the monetary building are managed by her two sisters **Matilda** and **Hortense**.

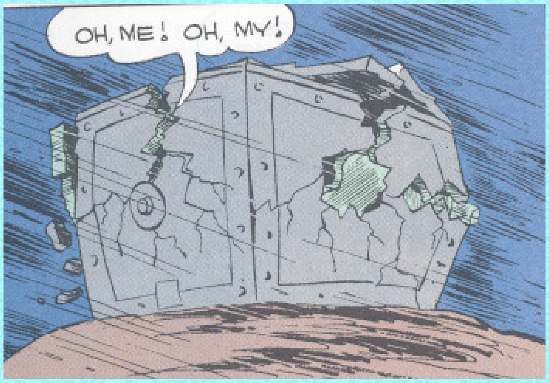

ECCO! È APERTO! RECUPERALI TU I VENTICINQUE DOLLARI!
MISERIACCIA! QUI C'È SOLO UN BUCO SENZA FONDO!

In 1951 the excessive weight of money causes the floor of the money building to collapse and all the money ends up at the bottom of a deep chasm (reference to Barks story **DONAL DUCK IN A CHRISTMAS FOR SHACKTOWN**). This building cannot yet be the Bin on the hill for the following reasons:
1) The story was written immediately before the one in which the deposit on the Killmotor hill appears for the first time (**THE BIG BIN ON KILLMOTOR HILL**), it is therefore likely that Barks had the idea of creating the new huge Bin on the hill after the money building suffered the collapse of the floor.
2) The Money Bin on the hill is very large and has never been shown completely crammed with money and filled up to the roof as shown several times in the money building
3) Under the Money Bin on the hill there is a secret underground passage (Barks story reference **UNCLE SCROOGE IN THE MONEY WELL**) with a library built under the fort Duckburg by **Sir Francis Drake** (reference to the story of Don Rosa **GUARDIAN OF THE LOST LIBRARY**)
4) Under the Money Bin there is also a large tunnel which connect the hill to the ocean (reference to Barks story **UNCLE SCROOGE-HALL OF THE MERMAID QUEEN**) it is therefore absurd that under the Killmotor hill there was the immense chasm into which the money has sunk.

Thanks to an invention of **Gyro Geraloose**, **Scrooge** manages to recover the money from the building and close the chasm (story reference by Don Rosa **UNCLE SCROOGE IN GYRO'S FIRST INVENTION**). Don Rosa for narrative simplicity decides to have **Scrooge** build the Bin on the hill immediately and therefore in this adventure he shows that it is the Money Bin that has suffered the collapse of the floor. But if we decide to follow the evolutionary logic of Barks' stories it is clear that this incident cannot concern the Bin on the hill.


OH, GIOIA! OH, BEATITUDINE! NON AVREI MAI CREDUTO DI RIVEDERE IL MIO DENARO!
IL SUPER ELIO DI ARCHIMEDE HA FUNZIONATO ALLA PERFEZIONE!
AVEVI RAGIONE A SUGGERIRMI DI ASSUMERLO! GLI DARO' TUTTO CIO' CHE MI CHIEDERA'!

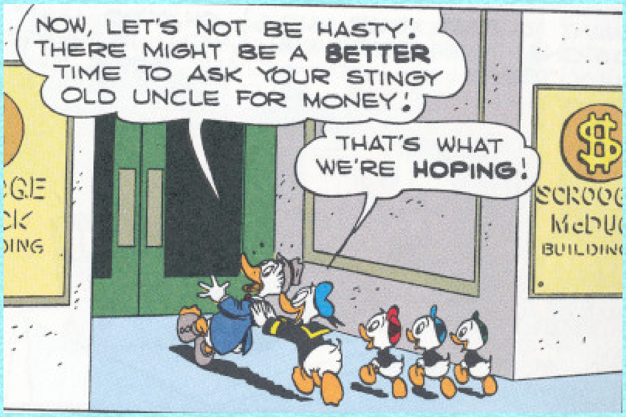

WALT DISNEY presents
Donald Duck
UNCA DONALD, WHAT IS THAT BIG BUILDING
ON
KILLMOTOR HILL?
THAT, BOYS, IS UNCLE SCROOGE'S NEW MONEY BIN!

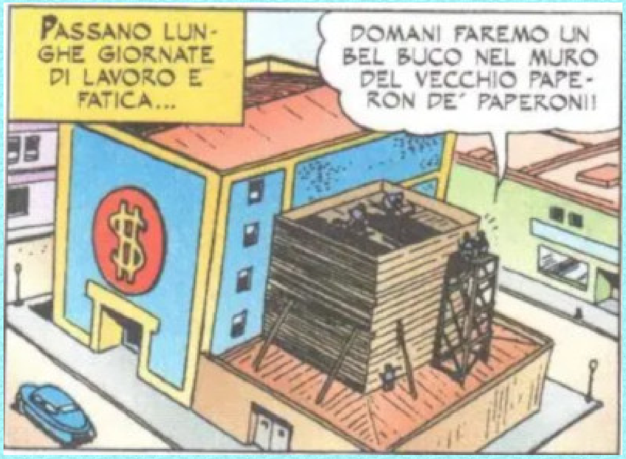


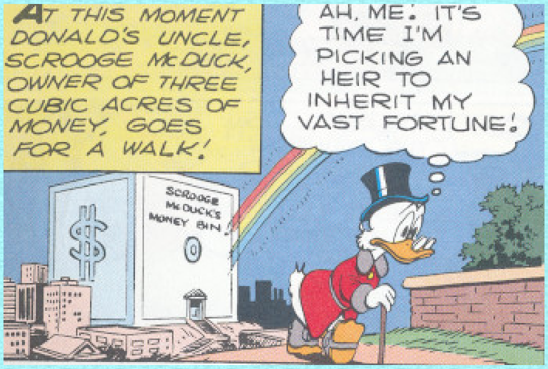
Also in 1951, after having recovered the money **Scrooge** then decides to transfer his money to a safer huge Bin on the Killmotor hill of his property (reference to the story of Barks **THE BIG BIN ON KILLMOTOR HILL**).
At the end of this adventure this first Bin is destroyed and therefore in subsequent adventures the money of

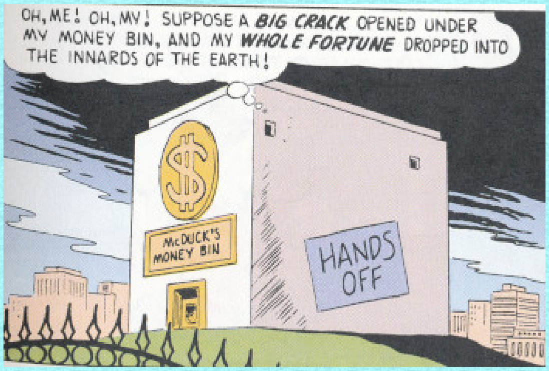
Scrooge are again shown inside a money building in the city.

In fact, in the following stories Barks shows us again **Scrooge**'s money inside one (or more) monetary buildings in the downtown of Duckburg.


NOW, LET'S NOT BE HASTY! THERE MIGHT BE A BETTER TIME TO ASK YOUR STINGY OLD UNCLE FOR MONEY!
THAT'S WHAT WE'RE HOPING!
SCROOGE McDU
BUILDIN


PASSANO LUNGHE GIORNATE DI LAVORO E FATICA...
DOMANI FAREMO UN BEL BUCO NEL MURO DEL VECCHIO PAPERON DE' PAPERONI!

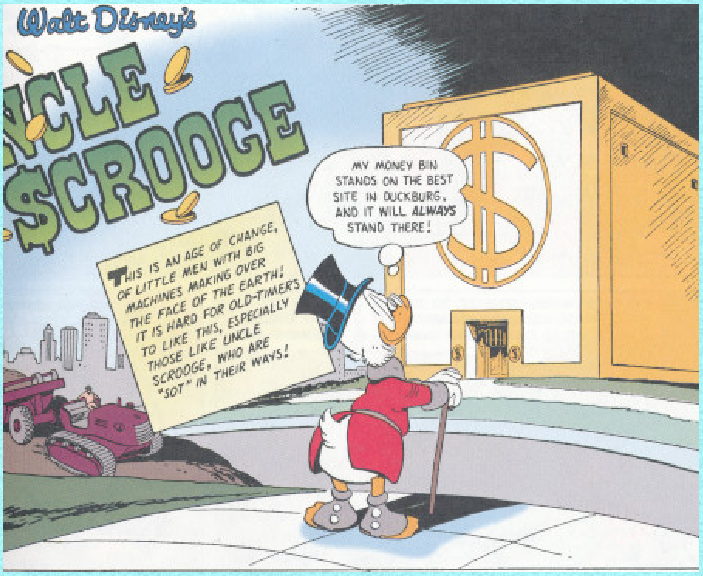

AT THIS MOMENT DONALD'S UNCLE, SCROOGE McDUCK, OWNER OF THREE CUBIC ACRES OF MONEY, GOES FOR A WALK!
AH, ME! IT'S TIME I'M PICKING AN HEIR TO INHERIT MY VAST FORTUNE!
SCROOGE McDUCK'S MONEY BIN

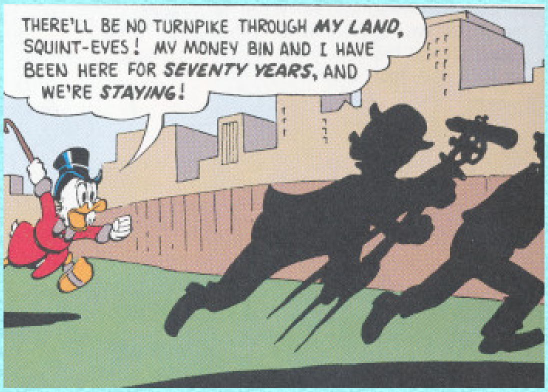

OH, ME! OH, MY! SUPPOSE A BIG CRACK OPENED UNDER MY MONEY BIN, AND MY WHOLE FORTUNE DROPPED INTO THE INNARDS OF THE EARTH!
McDUCK'S MONEY BIN
HANDS OFF

Only in 1953 in the Barks stories **Scrooge** seems to have rebuilt the Money Bin on the hill and at least most of his money (in some cases monetary buildings in the city still seem to be present) is therefore permanently kept inside the famous Money Bin, apart from sporadic cases in which **Scrooge** gets alternative Money Bins of strange shapes or transportable.

In the story of Barks **MIGRATING MILLIONS**, **Scrooge** for the first time mentions the Fort Duckburg and that he bought the land on which the deposit stands. In this story Barks makes **Scrooge** say that he and the Bin have been there for 70 years. This statement is clearly in contrast with the previous stories and references of Barks himself and should therefore not be taken into consideration for the following reasons:

1) The story is however a minor adventure published in US#15 in 1956 and Barks may simply not have remind that the Money Bin first appeared only in a 1951 story and haphazardly cited an exaggerated and improbable time

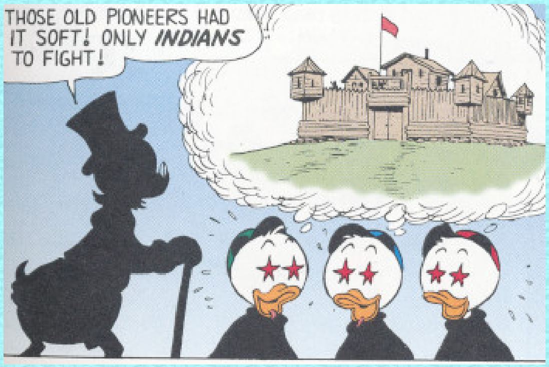

Walt Disney's
CLE SCROOGE
THIS IS AN AGE OF CHANGE, OF LITTLE MEN WITH BIG MACHINES MAKING OVER THE FACE OF THE EARTH! IT IS HARD FOR OLD-TIMERS TO LIKE THIS, ESPECIALLY THOSE LIKE UNCLE SCROOGE, WHO ARE "SOT" IN THEIR WAYS!
MY MONEY BIN STANDS ON THE BEST SITE IN DUCKBURG, AND IT WILL ALWAYS STAND THERE!

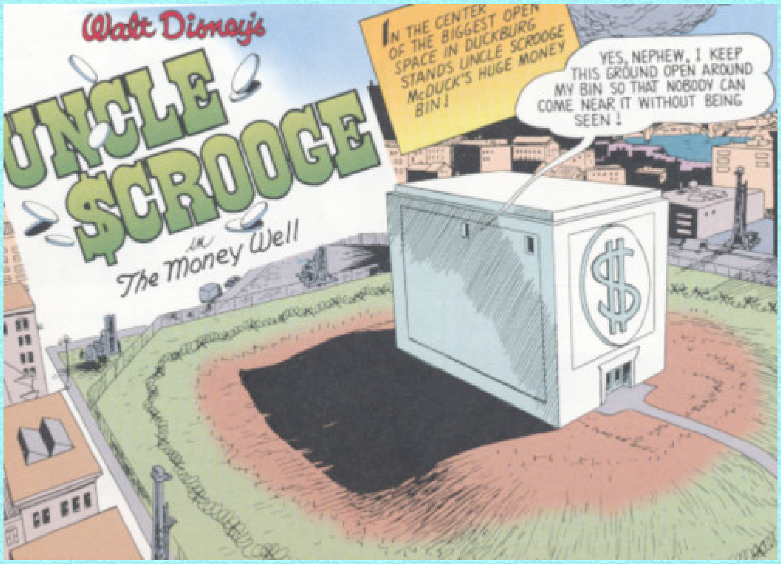

THERE'LL BE NO TURNPIKE THROUGH MY LAND, SQUINT-EYES! MY MONEY BIN AND I HAVE BEEN HERE FOR SEVENTY YEARS, AND WE'RE STAYING!

frame in how long would the creation of the deposit take to 1886!?

2)Scrooge mentions the 70-year period while he is infuriated with the technicians who tell him that the Bin needs to be moved, he could therefore probably have exaggerated the date to give more emphasis to his arguments.

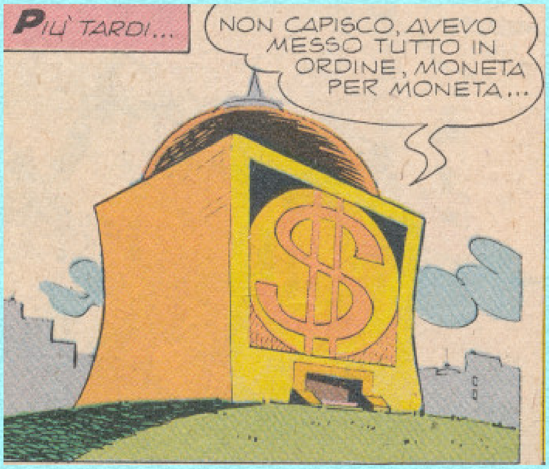
3) During the adventure the Bin is continuously moved in several out-of-town locations, along a river and on top of a mountain but on the missile launch directive. This is then the typical minor humoristic story therefore a single sentence, moreover exaggerated and not very credible, has no reason to be taken into consideration.

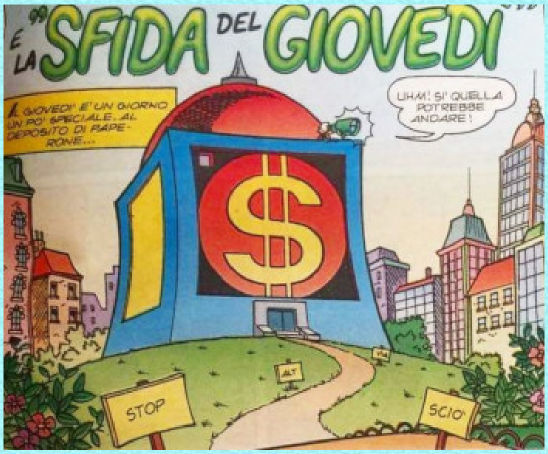

THOSE OLD PIONEERS HAD IT SOFT! ONLY *INDIANS* TO FIGHT!

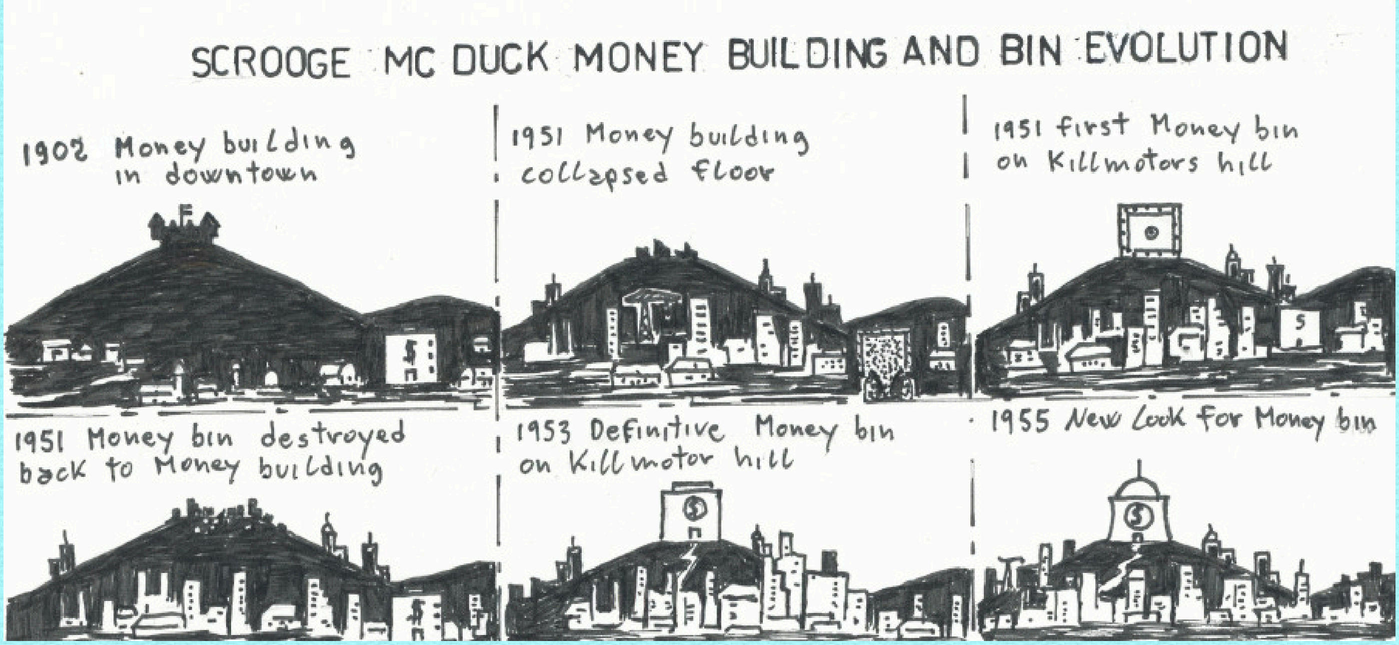

Walt Disney's
UNCLE $CROOGE in The Money Well
IN THE CENTER OF THE BIGGEST OPEN SPACE IN DUCKBURG STANDS UNCLE SCROOGE McDUCK'S HUGE MONEY BIN!
YES, NEPHEW, I KEEP THIS GROUND OPEN AROUND MY BIN SO THAT NOBODY CAN COME NEAR IT WITHOUT BEING SEEN!

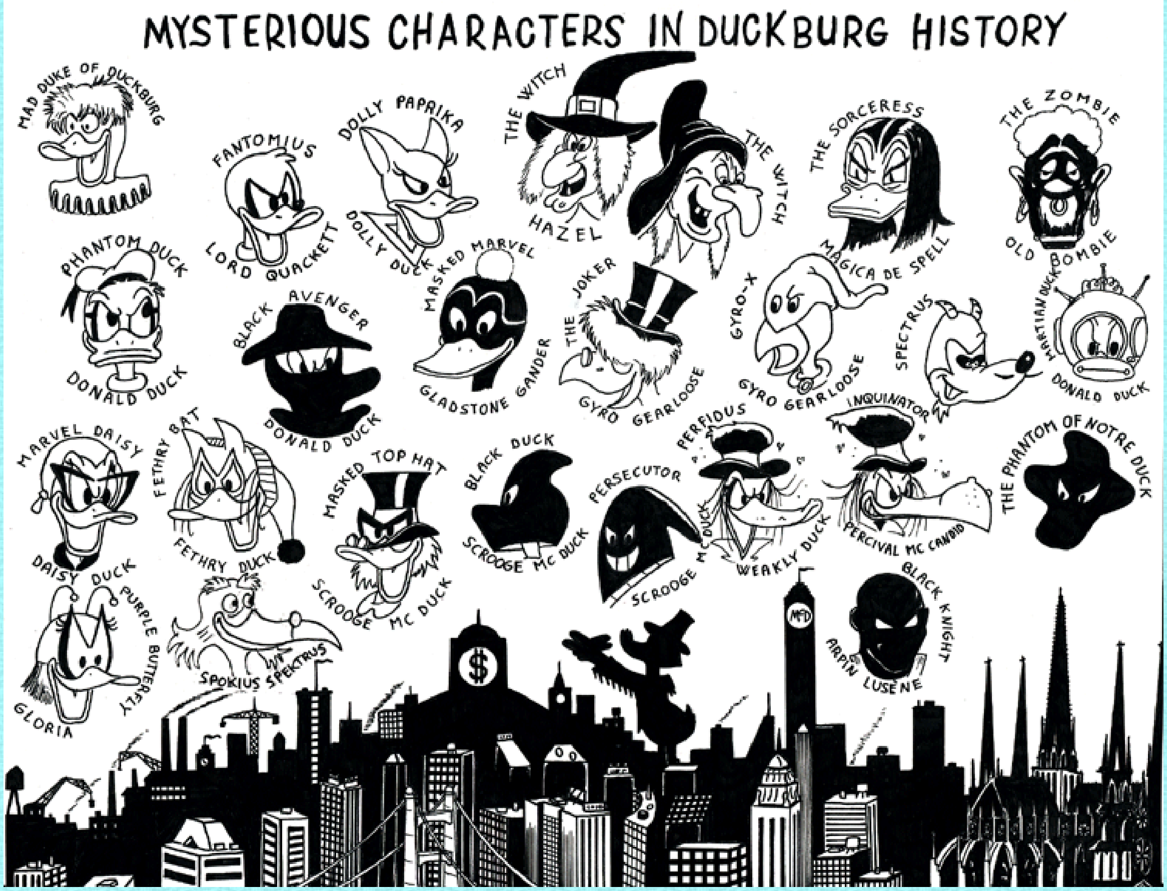
In the story of Barks **UNCLE SCROOGE IN THE MONEY WELL**, **Scrooge** again refers in a more explicit and detailed way to the Duckburg Fort that was on the hill before the construction of the Money Bin.

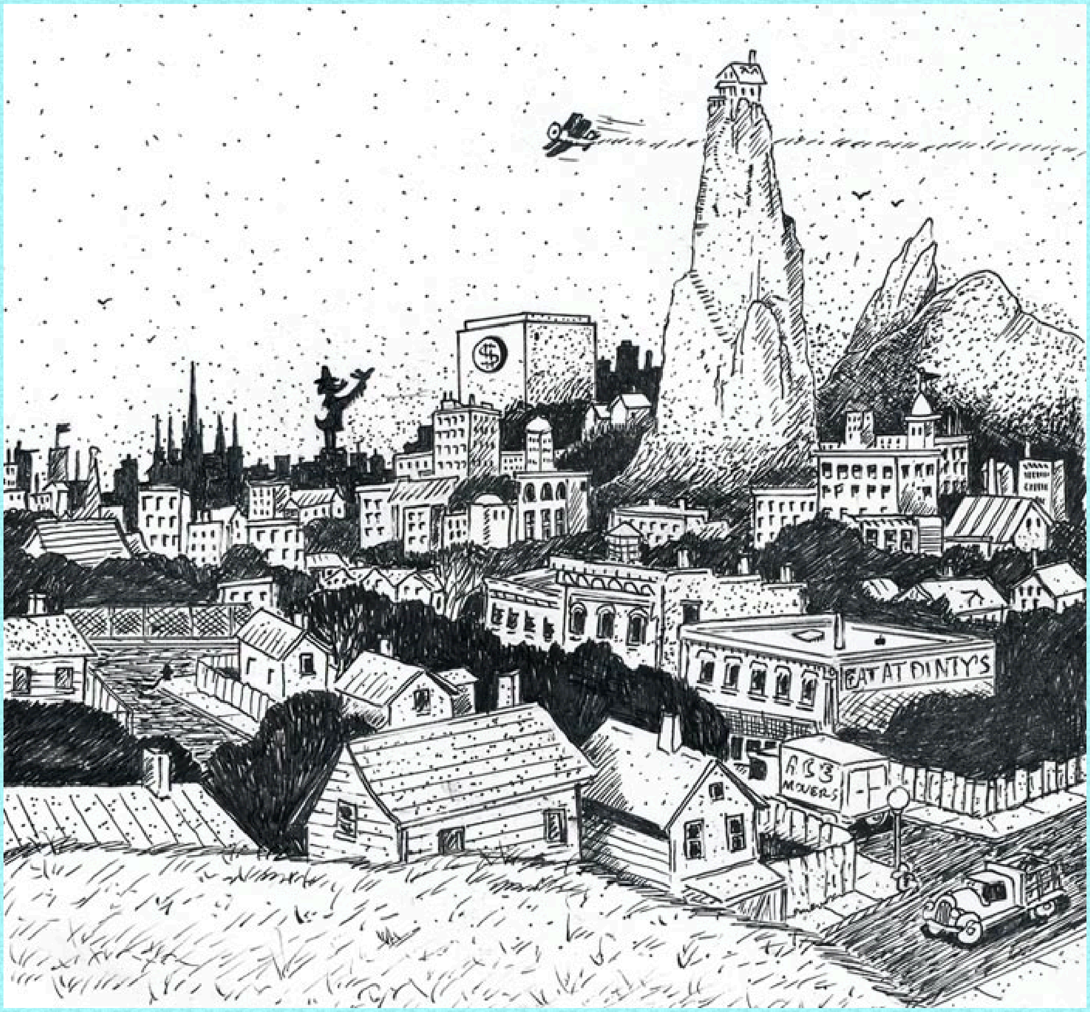
Over the years the deposit has undergone several aesthetic changes, so we can reasonably imagine that in the mid-50s **Scrooge** decides to change the look of the deposit by inserting the upper dome shown in many stories of Italian Disney authors which can be considered as a logical evolution of the period narrated by Barks and Don Rosa.


PIÙ TARDI...
NON CAPISCO, AVEVO MESSO TUTTO IN ORDINE, MONETA PER MONETA...


E LA "SFIDA DEL GIOVEDI"
IL GIOVEDI' E' UN GIORNO UN PO' SPECIALE AL DEPOSITO DI PAPERONE...
UHM! SI' QUELLA POTREBBE ANDARE!
ALT
STOP
SCIO'

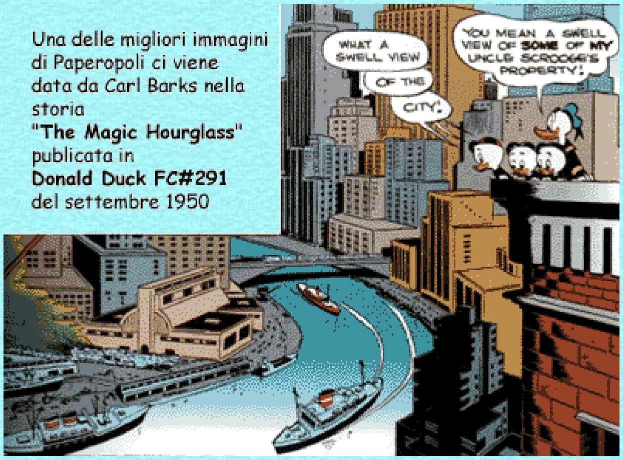

SCROOGE MC DUCK MONEY BUILDING AND BIN EVOLUTION
1902 Money building in downtown
1951 Money building collapsed floor
1951 first Money bin on Killmotors hill
1951 Money bin destroyed back to Money building
1953 Definitive Money bin on Killmotor hill
1955 New Look for Money bin


MYSTERIOUS CHARACTERS IN DUCKBURG HISTORY
MAD DUKE OF DUCKBURG
FANTOMIUS
LORD QUACKETT
DOLLY PAPRIKA
DOLLY DUCK
THE WITCH
HAZEL
THE WITCH
THE SORCERESS
MAGICA DE SPELL
THE ZOMBIE
OLD BOMBIE
PHANTOM DUCK
DONALD DUCK
BLACK AVENGER
DONALD DUCK
MASKED MARVEL
GLADSTONE GANDER
THE JOKER
GYRO GEARLOOSE
GYRO-X
GYRO GEARLOOSE
SPECTRUS
MARTIAN DUCK
DONALD DUCK
MARVEL DAISY
DAISY DUCK
FETHRY BAT
FETHRY DUCK
MASKED TOP HAT
SCROOGE MC DUCK
BLACK DUCK
SCROOGE MC DUCK
PERSECUTOR
SCROOGE MC DUCK
PERFIDIOUS DUCK
WEAKLY DUCK
INQUINATOR
PERCIVAL MC CAMBIO
THE PHANTOM OF NOTRE DUCK
PURPLE BUTTERFLY
GLORIA
SPOKIUS SPEKTRUS
BLACK KNIGHT
ARPIN LUSENE
MD


EAT AT DINTY'S
ACE MOVERS

VIEW OF DUCKBURG IN 1953

TOP



Una delle migliori immagini
di Paperopoli ci viene
data da Carl Barks nella
storia
"The Magic Hourglass"
publicata in
Donald Duck FC#291
del settembre 1950

WHAT A SWELL VIEW
OF THE
CITY!
YOU MEAN A SWELL VIEW OF **SOME** OF **MY** UNCLE SCROOGE'S PROPERTY!

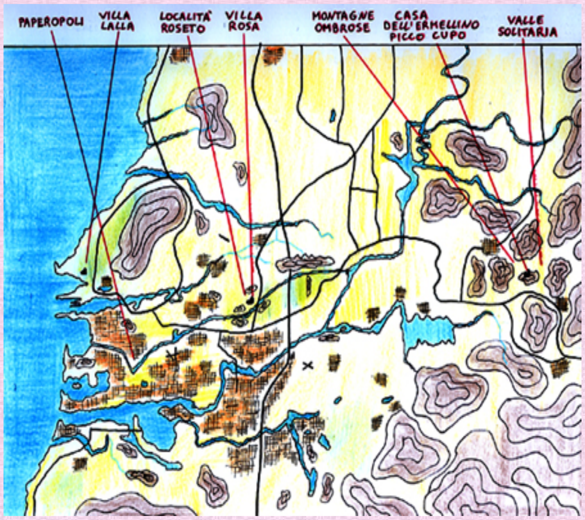
Ermine's House

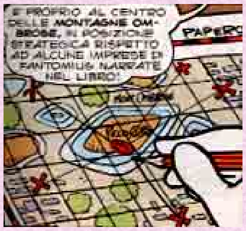
Dark Peak, Shadowy Mountains

Page with sound track

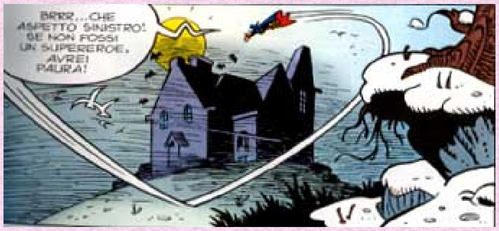
Psycho
by Bernard Herrmann

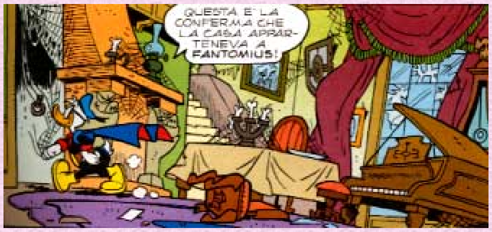
Other than Villa Rose, **FANTOMALLARD** had others secret hideouts, one of these is called the Ermine's House, which is discovered by **Donald** reading an old book about the mysterious gentleman thief, that he found in the Duckburg public library.


PAPEROPOLI
VILLA LALLA
LOCALITÀ ROSETO
VILLA ROSA
MONTAGNE OMBROSE
CASA DELL'ERMELLINO PICCO CUPO
VALLE SOLITARIA


E PROPRIO AL CENTRO DELLE MONTAGNE OMBROSE, IN POSIZIONE STRATEGICA RISPETTO AD ALCUNE IMPRESE DI FANTOMIUS NARRATE NEL LIBRO!
PAPERO

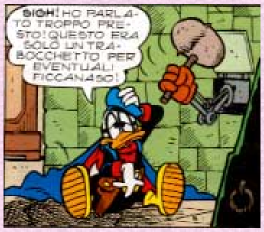
This hideout, which is located on Dark Peak in the middle of the Shadowy Mountains, is shown as a creepy stone manier, pretty different from Villa Rose which was mainly made of wood.

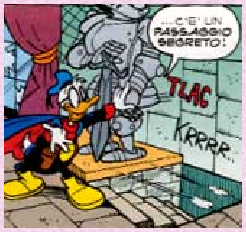

BRRR... CHE ASPETTO SINISTRO! SE NON FOSSI UN SUPEREROE, AVREI PAURA!

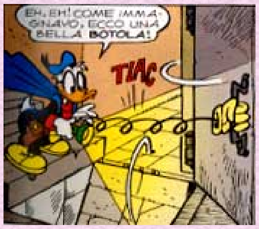

QUESTA E' LA CONFERMA CHE LA CASA APPARTENEVA A FANTOMIUS!

The story in which the Ermine's House is shown is titled **PAPERINIK CONTRO LE GIOVANI MARMOTTE** (**DUCK AVENGER AGAINST THE JUNIOR WOODCHUCKS**). In this adventure some of the Ermine's House interiors as well as some of the tricks and the secret underground hideout are well shown.

In the main livingroom, there is a mobile fireplace similar to the one in Villa Rose, but in this case behind it a big hammering hand trap against intruders is hidden.

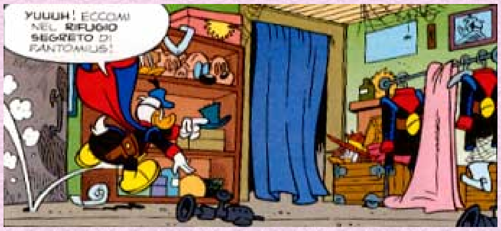

SIGH! HO PARLATO TROPPO PRESTO! QUESTO ERA SOLO UN TRABOCCHETTO PER EVENTUALI FICCANASO!

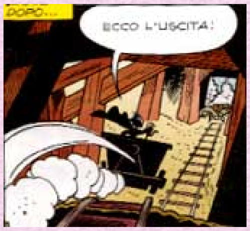

...C'È UN PASSAGGIO SEGRETO!
TLAC
KRRRR...


EH, EH! COME IMMAGINAVO, ECCO UNA BELLA BOTOLA!
TLAC

In the main living room shifting the arm of an ancient medieval armour, it is possible to access an underground tunnel which leads to **FANTOMALLARD**' secret hideout protected by a trap floor in front of the door.

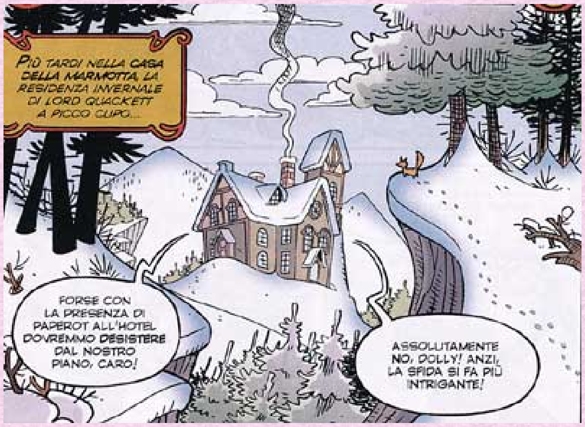
In this smaller and simpler hideout respect to the one in Villa Rose, all that is needed for the missions (maskes, outfits, special devices, spare costumes ecc...) can be found; a curtain hides the entrance to an abandoned mine gallery which was used by **FANTOMALLARD** as an emergency exit in case of danger.

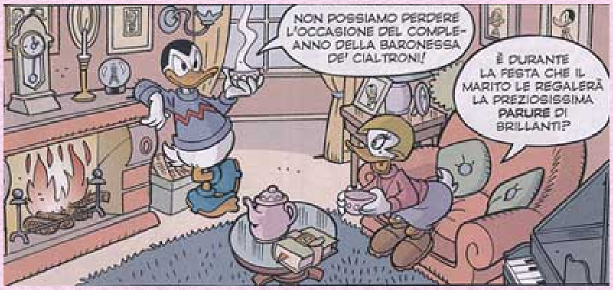

YUUUH! ECCOMI NEL RIFUGIO SEGRETO DI FANTOMIUS!

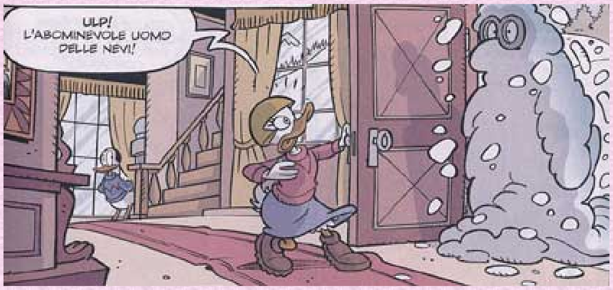

DOPO...
ECCO L'USCITA!

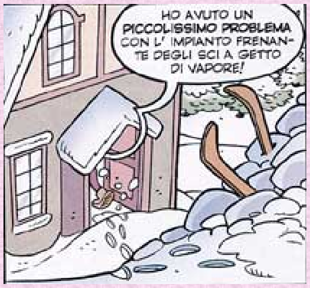
This gallery, which can be utilized using a trail cart, leaves into an exit well disguisedbetween some trees brances, placed in a precipice in front of the lonely valley, where sometimes the Junior woodchucks organized their mountain campouts.

The Ermine's House is again shown by Gervasio in the history ***FANTOMIUS SULLA NEVE*** (***FANTOMALLARD ON THE SNOW***). From this adventure, set in the 20s, it appears that probably the original name of the Ermine's house was woodchuck's House and that perhaps the name was changed after the closing of the Ermine's Hotel he also located in the same area of Drak Peak in the Shadowy Mountains


PIÙ TARDI NELLA CASA DELLA MARMOTTA, LA RESIDENZA INVERNALE DI LORD QUACKETT A PICCO CUPO...
FORSE CON LA PRESENZA DI PAPEROT ALL'HOTEL DOVREMMO DESISTERE DAL NOSTRO PIANO, CARO!
ASSOLUTAMENTE NO, DOLLY! ANZI, LA SFIDA SI FA PIÙ INTRIGANTE!

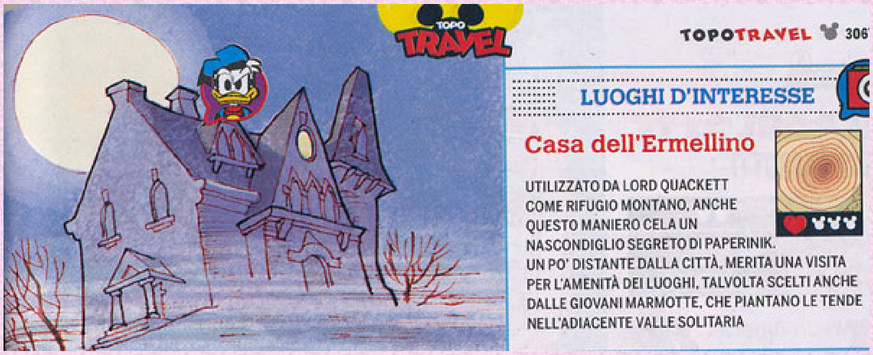

NON POSSIAMO PERDERE L'OCCASIONE DEL COMPLEANNO DELLA BARONESSA DE' CIALTRONI!
È DURANTE LA FESTA CHE IL MARITO LE REGALERÀ LA PREZIOSISSIMA PARURE DI BRILLANTI?


ULP! L'ABOMINEVOLE UOMO DELLE NEVI!


HO AVUTO UN PICCOLISSIMO PROBLEMA CON L' IMPIANTO FRENANTE DEGLI SCI A GETTO DI VAPORE!

In this story some beautiful vintage images of the interior of the mountain house of **FANTOMALLARD** and **Dolly Paprika** are shown, including a living room with fireplace and the main entrance.

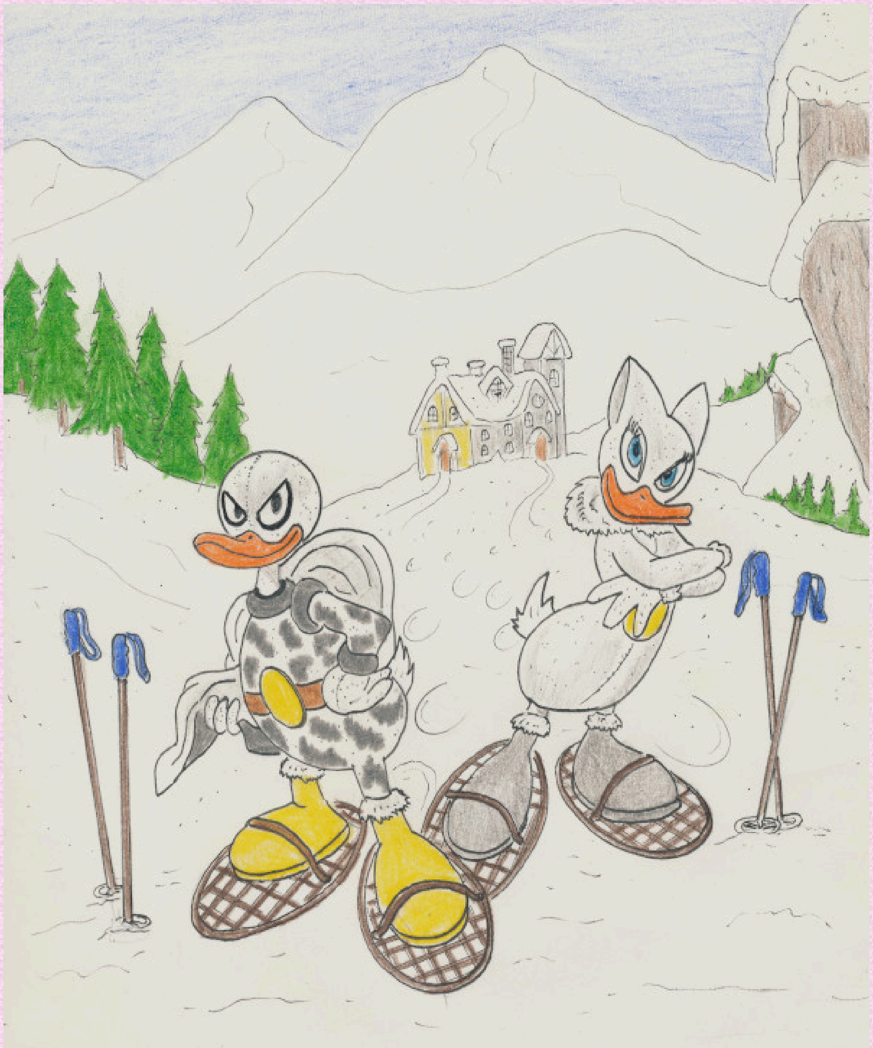
An interesting representation of the Ermine's house is made by the talented architect/Disney artist Blasco Pisapia in one of his special articles entitled: Duckburg city guide, published on the Italian comic book **TOPOLINO in September of 2014.**


TOPO TRAVEL
TOPOTRAVEL 306

LUOGHI D'INTERESSE

Casa dell'Ermellino

UTILIZZATO DA LORD QUACKETT COME RIFUGIO MONTANO, ANCHE QUESTO MANIERO CELA UN NASCONDIGLIO SEGRETO DI PAPERINIK.
UN PO' DISTANTE DALLA CITTÀ, MERITA UNA VISITA PER L'AMENITÀ DEI LUOGHI, TALVOLTA SCELTI ANCHE DALLE GIOVANI MARMOTTE, CHE PIANTANO LE TENDE NELL'ADIACENTE VALLE SOLITARIA

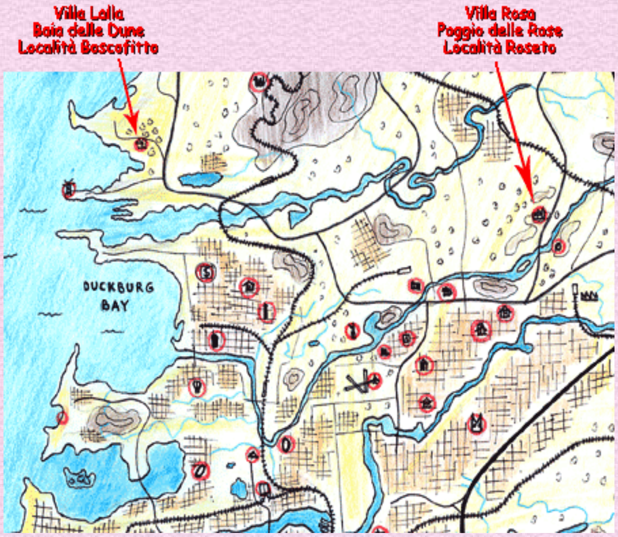


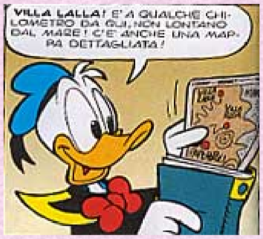
FANTOMALLARD AND DOLLY PAPRIKA WITH SNOW ENVIRONMENT COSTUME
For the mission in snow environment it is logically to guess that **Fantomallard** and **Dolly Paprika** worn some special outfit more suitable during the snow winter period.

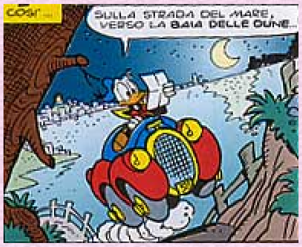
TOP

Villa Lalla
Dune Bay, Dark Forest Locality

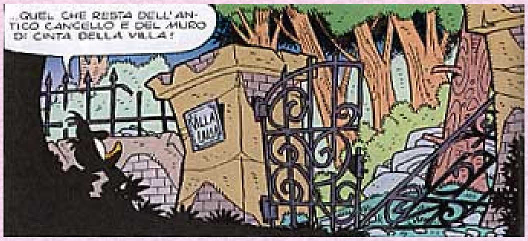
In the third dairy found by **Donald** in Villa Rose which is illustrated in the story ***PAPERINIK E L'ESTATE A VILLA LALLA (DUCK AVENGER AND THE SUMMER AT VILLA LALLA)***, this summer residence of **FANTOMALLARD** and **Dolly Paprika** is mentioned, which is located in the Dune Bay in the locality of Dark Forest.
One illustration of the story even shows a map, which can not be considered believable because major mistakes (Duckburg is not shown on the coast and the ocean is drawn on the east side).


Villa Lalla
Baia delle Dune
Località Boscofitto
Villa Rosa
Poggio delle Rose
Località Roseto
DUCKBURG BAY


VILLA LALLA! E' A QUALCHE CHILOMETRO DA QUI, NON LONTANO DAL MARE! C'E' ANCHE UNA MAPPA DETTAGLIATA!

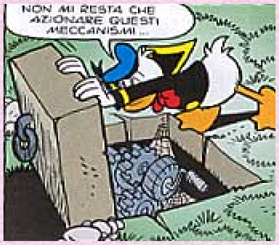

COSI' ...
SULLA STRADA DEL MARE, VERSO LA BAIA DELLE DUNE...

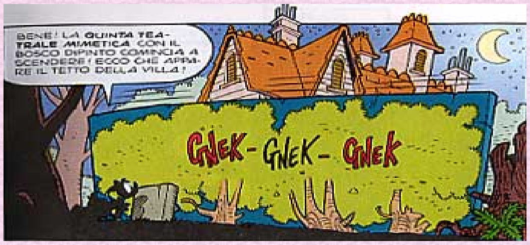
In any case using some of the illustrations as a reference, it is logical to conclude that Villa Lalla could be located on the other side towards the northside of Duckburg Bay close to the Cape Quack lighthouse.

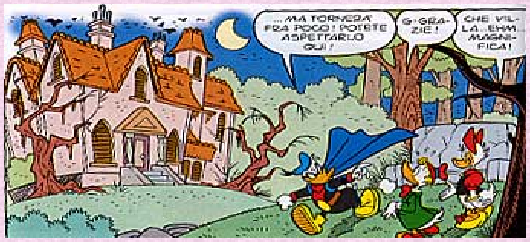

...QUEL CHE RESTA DELL'ANTICO CANCELLO E DEL MURO DI CINTA DELLA VILLA!

Just as Villa Rose also Villa Lalla is in the center of a large park surrounded by a wall and with a metal gate at the entrance.

A theatrical mimic system with a commands under a trap door inside the park under a large oaktree hides the view of the villa to undesirable intruders.


NON MI RESTA CHE AZIONARE QUESTI MECCANISMI ...

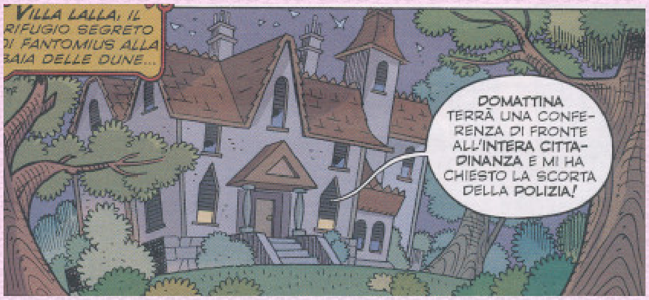

BENE! LA QUINTA TEATRALE MIMETICA CON IL BOSCO DIPINTO COMINCIA A SCENDERE! ECCO CHE APPARE IL TETTO DELLA VILLA!
GNEK - GNEK - GNEK

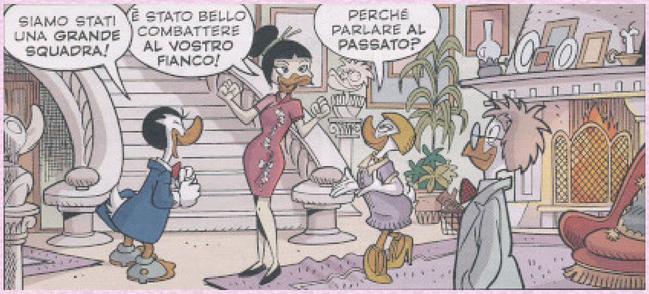

...MA TORNERA' FRA POCO! POTETE ASPETTARLO QUI!
G-GRAZIE!
CHE VILLA...EHM MAGNIFICA!

Also Villa Lalla is represented as a typical American villa of the early 20th century and therefore credibile for the character of **FANTOMALLARD**.

Unfortunately we do not get to see the inside of the villa, while some of the jokes and traps in the park (dummy elephants and beasts, turist train that goes underwater, fake sharks) are too ridiculous and grotesque, almost childish, to be considerated believable and applicable to the phantomatic and dark character of **FANTOMALLARD**.

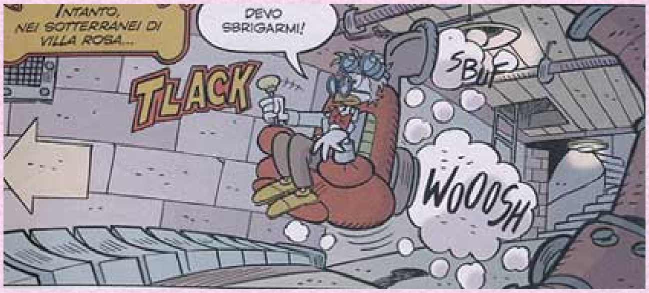
Villa Lalla is shown again by Gervasio in the last episode of the long story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF- THE BEGINNING AND THE END** as after being forced to leave Villa Rose **Fantomallard**, **Dolly Paprika** and **Copernicus** move to the lair of the Bay of the Dunes.

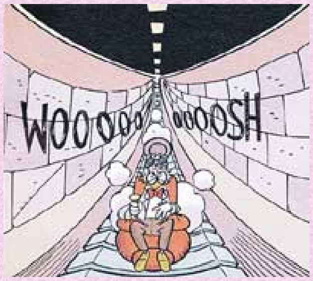

VILLA LALLA, IL RIFUGIO SEGRETO DI FANTOMIUS ALLA BAIA DELLE DUNE...
DOMATTINA TERRÀ UNA CONFERENZA DI FRONTE ALL'INTERA CITTADINANZA E MI HA CHIESTO LA SCORTA DELLA POLIZIA!

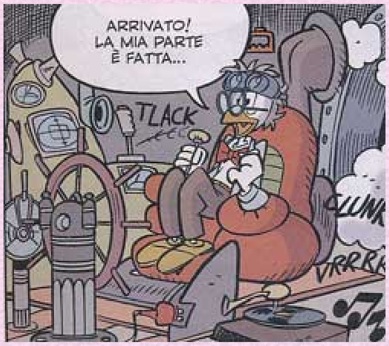

SIAMO STATI UNA GRANDE SQUADRA!
È STATO BELLO COMBATTERE AL VOSTRO FIANCO!
PERCHÉ PARLARE AL PASSATO?

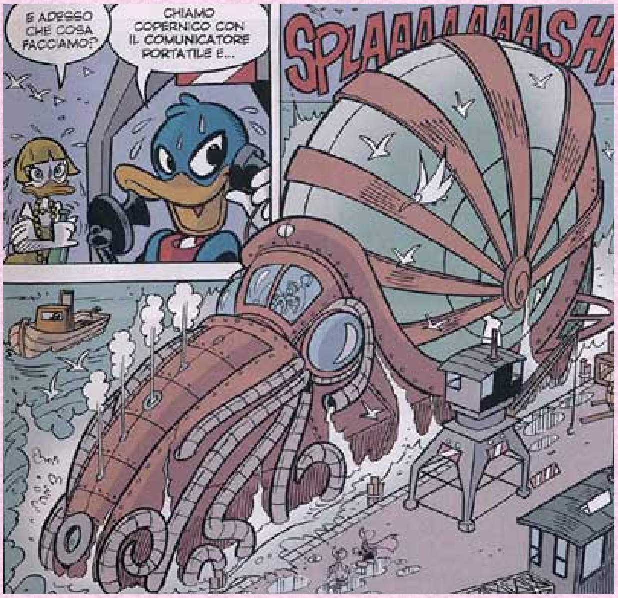
In this story Gervasio also shows us the main hall of Villa Lalla with the fireplace and the large staircase leading to the upper rooms.

In the story ***L'OTTOVA MERAVIGLIA DEL MONDO*** (***THE EIGHTH WONDER OF THE WORLD***) Marco Gervasio shows us that **Copernicus** go through a long tunnel to reach the Phantomarine, which in the story for narrative simplicity and instant reference is told to be connected with Villa Rose hideout but if we considered that Villa Rose is located in the foothills away from the coast it is exaggerated and not credible a tunnel that crosses all Duckburg, thus it is more logical to assume this tunnel, and the location of the Phantomarine, connected with the hideout of Villa Lalla. In fact this Villa is located in proximity of the coast and very likely we can imagine that it is used by the gentleman thief and his companions for missions that require the use of special "naval machinery" as the Phantomarine which was presumably hidden in a underground cave in the Dune Bay.


INTANTO, NEI SOTTERRANEI DI VILLA ROSA...
DEVO SBRIGARMI!
TLACK
SBUF
WOOOSH

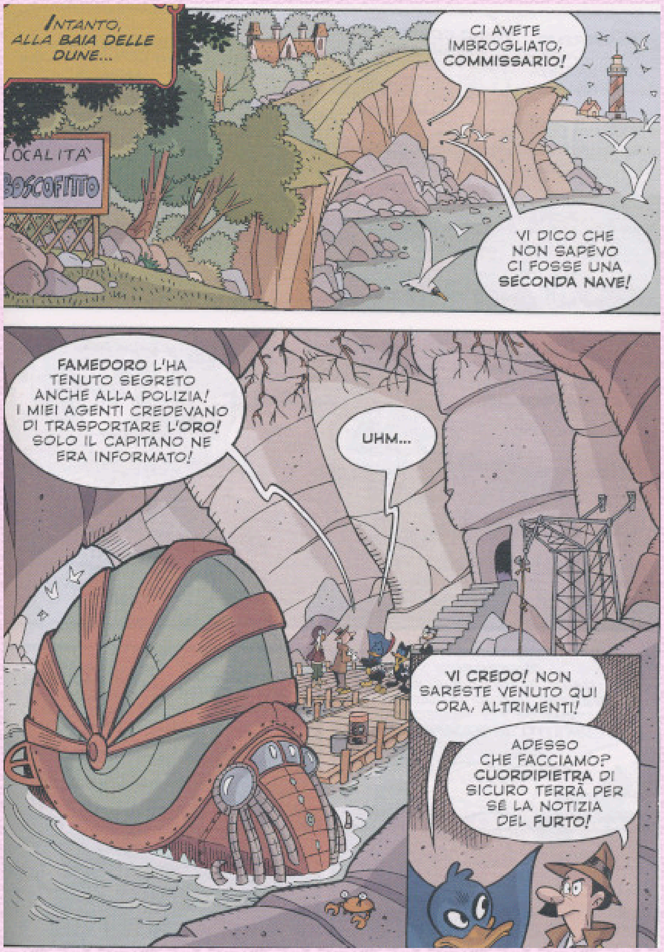

WOOOOOOOOOSH

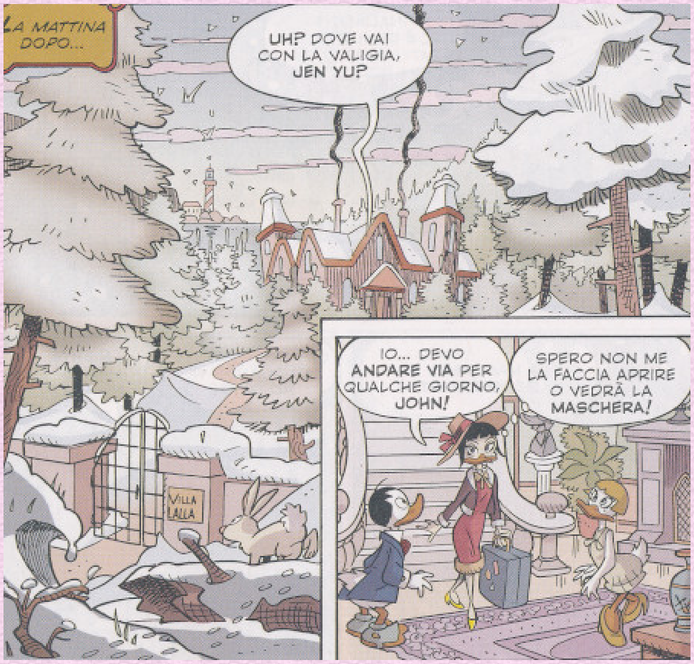

ARRIVATO! LA MIA PARTE È FATTA...
TLACK
CLUNK
VRRRK


E ADESSO CHE COSA FACCIAMO?
CHIAMO COPERNICO CON IL COMUNICATORE PORTATILE E...
SPLAAAAAAASH!

The tunnel is in fact connected with an underground cave in the Dune Bay where the Phantomarine, one of the most amazing machinery of **FANTOMALLARD**, is hidden. This submarine which featured a Nautiloid like shape it is a clear tribute to the Jules Verne Nautilus of the Twenty Thousand Leagues Under the Sea and was designed by **Copernicus** to find and retrieve lost treasures beneath the sea.

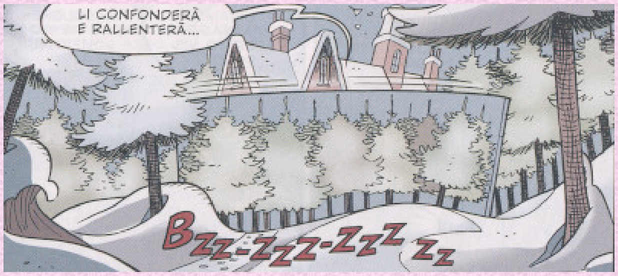
In the last episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE BEGINNING AND THE END** Gervasio also shows us a beautiful view of the bay of the Dunes and the secret cave with the Fantomarine.

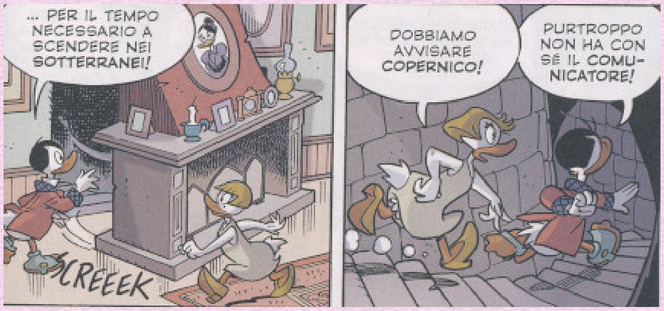

INTANTO, ALLA BAIA DELLE DUNE...
LOCALITÀ BOSCOFITTO
CI AVETE IMBROGLIATO, COMMISSARIO!
VI DICO CHE NON SAPEVO CI FOSSE UNA SECONDA NAVE!
FAMEDORO L'HA TENUTO SEGRETO ANCHE ALLA POLIZIA! I MIEI AGENTI CREDEVANO DI TRASPORTARE L'ORO! SOLO IL CAPITANO NE ERA INFORMATO!
UHM...
VI CREDO! NON SARESTE VENUTO QUI ORA, ALTRIMENTI!
ADESSO CHE FACCIAMO? CUORDIPIETRA DI SICURO TERRÀ PER SÉ LA NOTIZIA DEL FURTO!


LA MATTINA DOPO...
UH? DOVE VAI CON LA VALIGIA, JEN YU?
VILLA LALLA
IO... DEVO ANDARE VIA PER QUALCHE GIORNO, JOHN!
SPERO NON ME LA FACCIA APRIRE O VEDRÀ LA MASCHERA!

The main entrance of the Villa park and some rooms are shown in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF FANTOMIUS** placed in the December of the 1930.

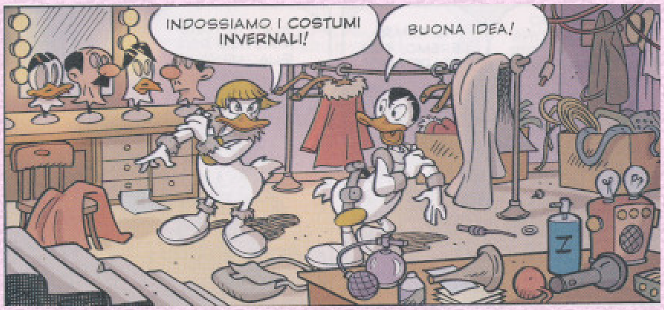
Always in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF FANTOMALLARD** is is shown again the theatrical mimic system.

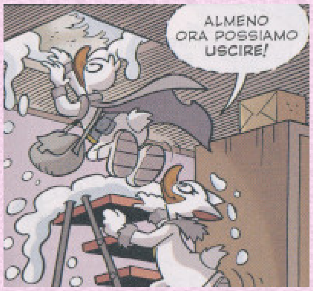

LI CONFONDERÀ E RALLENTERÀ...
BZZ-ZZZ-ZZZ ZZ

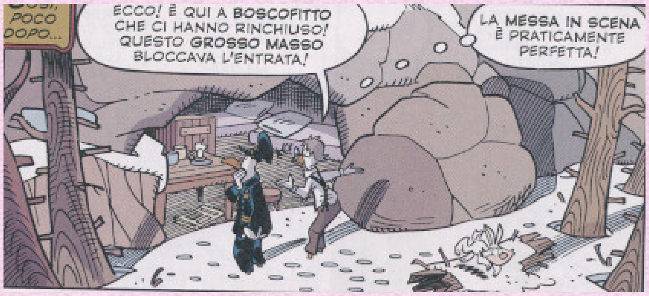

... PER IL TEMPO NECESSARIO A SCENDERE NEI SOTTERRANEI!
SCREEEK
DOBBIAMO AVVISARE COPERNICO!
PURTROPPO NON HA CON SÉ IL COMUNICATORE!

In the same adventure we know taht also Villa Lalla has a mobile fire place which is connected with the secret hideouts.

Always in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE NIGHT OF FANTOMALLARD** are shown a main room in the hideouts of Villa Lalla and an emergency hatch that leads directly into the park.

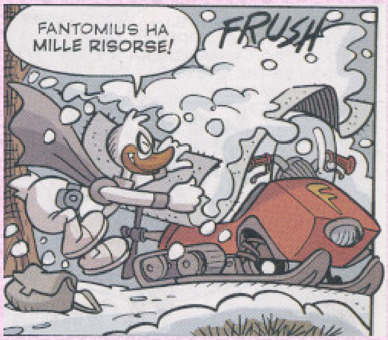

INDOSSIAMO I COSTUMI INVERNALI!
BUONA IDEA!

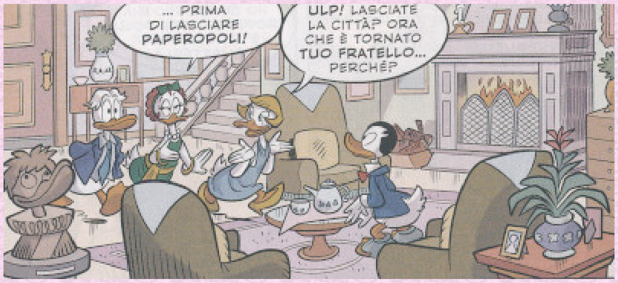

ALMENO ORA POSSIAMO USCIRE!

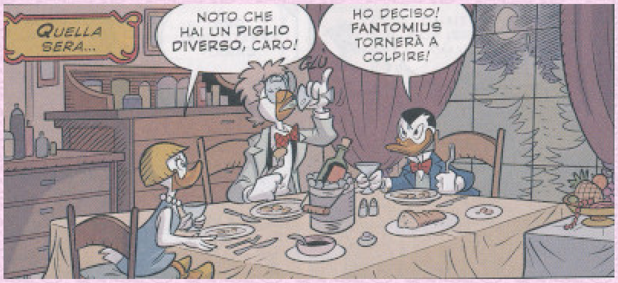

POCO DOPO...
ECCO! È QUI A BOSCOFITTO CHE CI HANNO RINCHIUSO! QUESTO GROSSO MASSO BLOCCAVA L'ENTRATA!
LA MESSA IN SCENA È PRATICAMENTE PERFETTA!

In the secong episode of the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- THE DAWN OF FANTOMALLARD** it is also show that in the park of Villa Lalla a disguise cave with the function of emergency refuge is also present.

In the winter period, in case of heavy snowfall, a special Air-sled is conveniently hidden in the park of Villa Lalla.

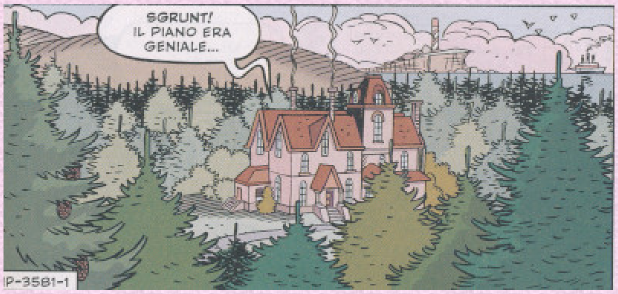

FANTOMIUS HA MILLE RISORSE!
FRUSH

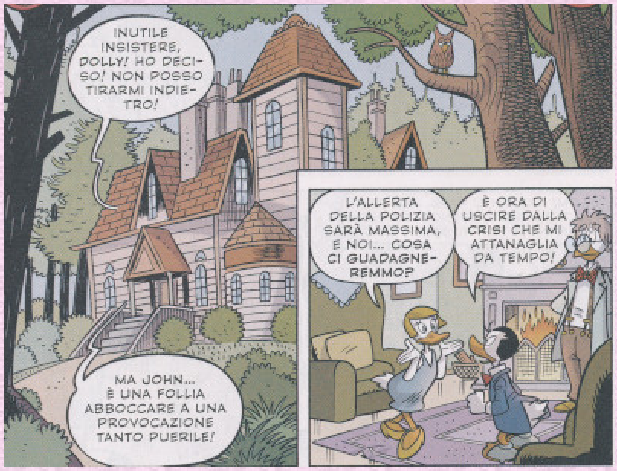

... PRIMA DI LASCIARE PAPEROPOLI!
ULP! LASCIATE LA CITTÀ? ORA CHE È TORNATO TUO FRATELLO... PERCHÉ?

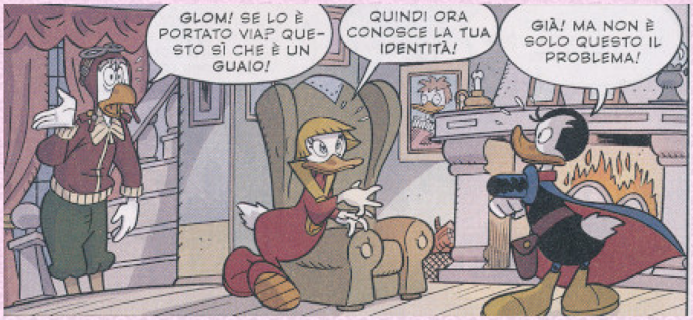

QUELLA SERA...
NOTO CHE HAI UN PIGLIO DIVERSO, CARO!
GLU
HO DECISO! FANTOMIUS TORNERÀ A COLPIRE!

The main living room and the dinner room of Villa Lalla are show in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD -GENTLEMAN THIEF- FANTOMALLARD STRIKES AGAIN**.

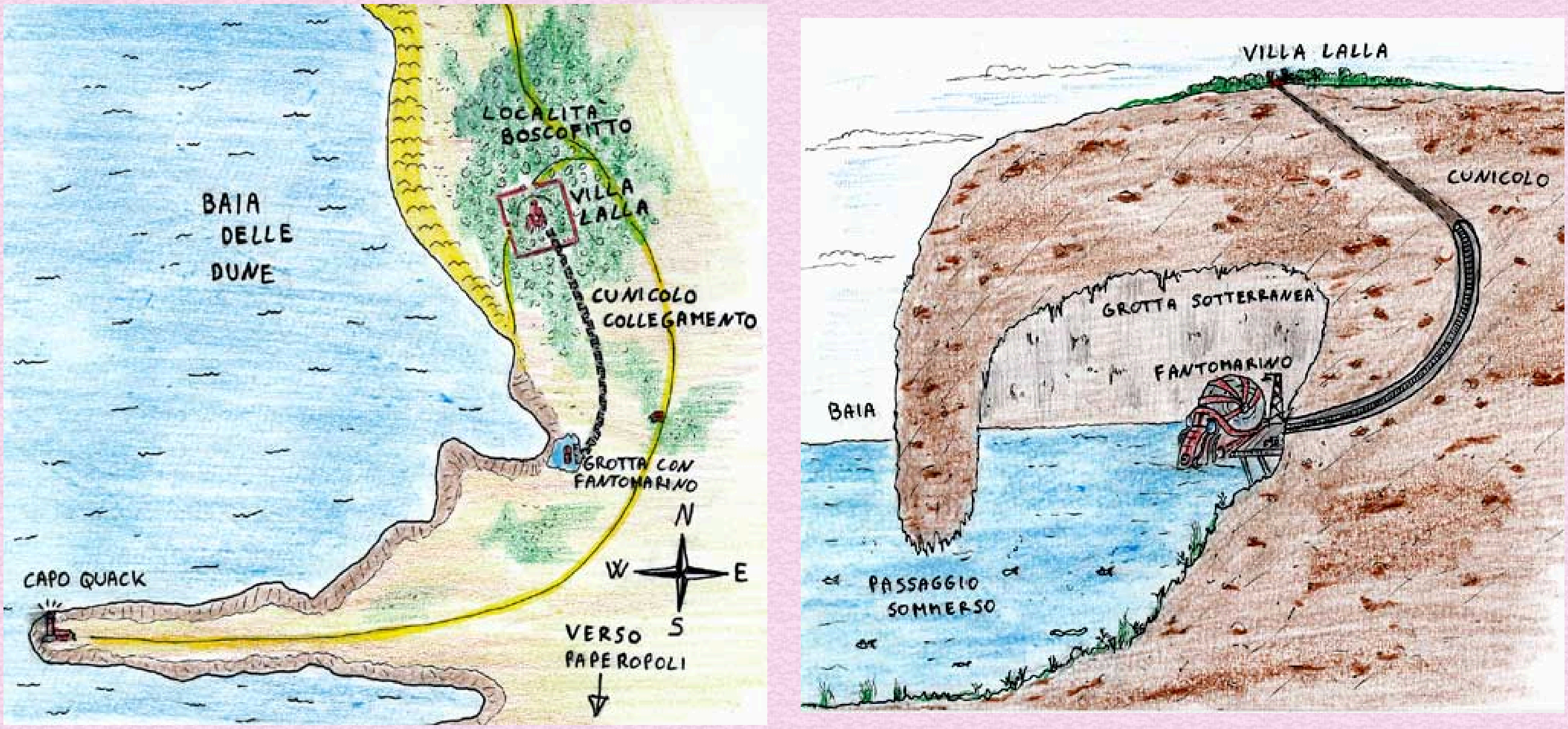
A glimpse of Villa Lalla is also shown to us by Gervasio in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF - SHADOWS OF THE PAST**.


SGRUNT! IL PIANO ERA GENIALE...
P-3581-1

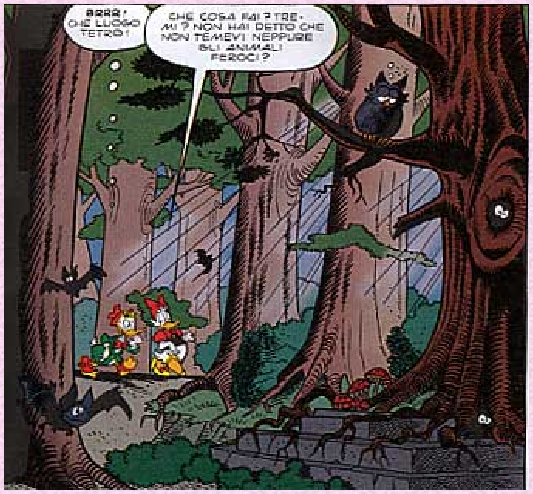

INUTILE INSISTERE, DOLLY! HO DECISO! NON POSSO TIRARMI INDIETRO!
MA JOHN... È UNA FOLLIA ABBOCCARE A UNA PROVOCAZIONE TANTO PUERILE!
L'ALLERTA DELLA POLIZIA SARÀ MASSIMA, E NOI... COSA CI GUADAGNEREMMO?
È ORA DI USCIRE DALLA CRISI CHE MI ATTANAGLIA DA TEMPO!


GLOM! SE LO È PORTATO VIA? QUESTO SÌ CHE È UN GUAIO!
QUINDI ORA CONOSCE LA TUA IDENTITÀ!
GIÀ! MA NON È SOLO QUESTO IL PROBLEMA!

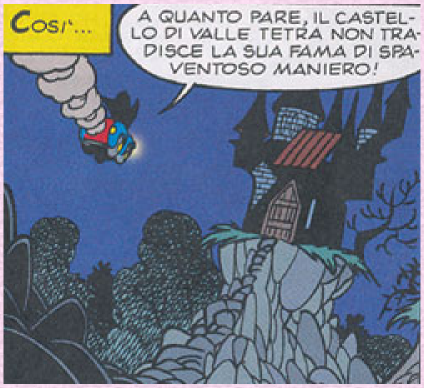
Another beautiful image of Villa Lalla end the main living room are always show by Gervasio in the story **THE ASTOUNDING ENDEAVOURS OF FANTOMALLARD - GENTLEMAN THIEF - THE BLACK ACE.**


LOCALITA' BOSCOFITTO
VILLA LALLA
BAIA DELLE DUNE
CUNICOLO COLLEGAMENTO
GROTTA CON FANTOMARINO
N
W
E
S
CAPO QUACK
VERSO PAPEROPOLI
VILLA LALLA
CUNICOLO
GROTTA SOTTERRANEA
FANTOMARINO
BAIA
PASSAGGIO SOMMERSO

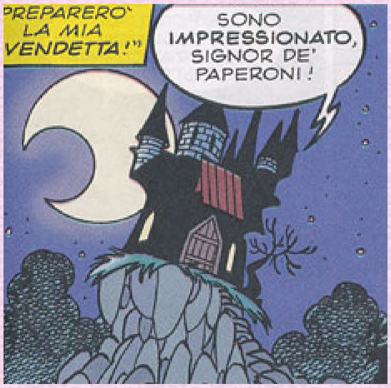
Map and diagram of the location of the cave with the Phantomarine in the Dune Bay and the relevant tunnel connecting the underground cave with Villa Lalla. The cave is completely concealed inside the reef and an underwater passage allows the entry and exit of the submarine. Clearly, the cave shelter has a small dock for the Phantomarine and contains all the equipment used for its construction, its maintenance or repairs.


ARRR! CHE LUOGO TETRO!
CHE COSA FAI? TREMI? NON HAI DETTO CHE NON TEMEVI NEPPURE GLI ANIMALI FEROCI?

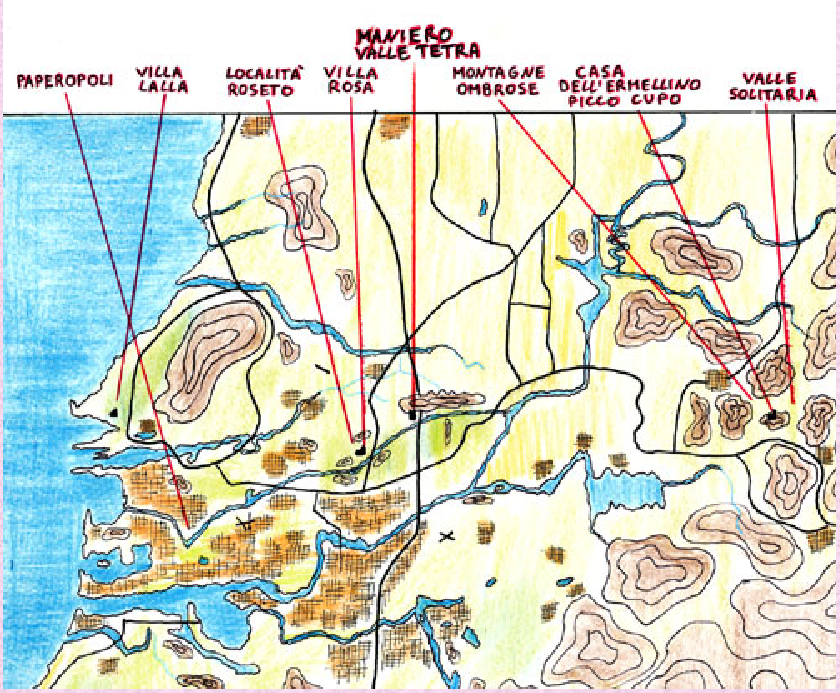
TOP

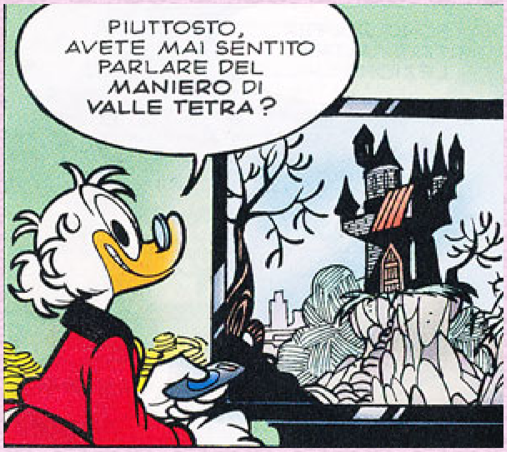

COSI'...
A QUANTO PARE, IL CASTELLO DI VALLE TETRA NON TRADISCE LA SUA FAMA DI SPAVENTOSO MANIERO!

Dismal Valley Manor

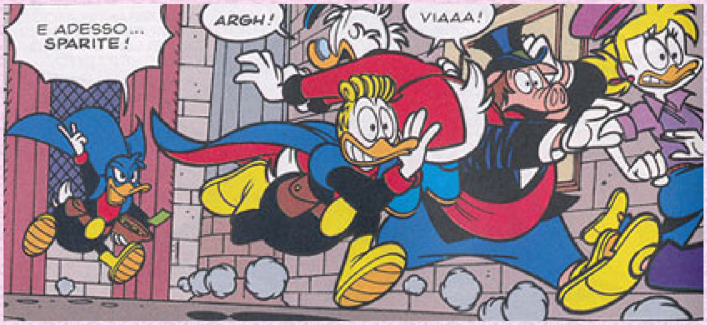

PREPARERO' LA MIA VENDETTA!"
SONO IMPRESSIONATO, SIGNOR DE' PAPERONI!

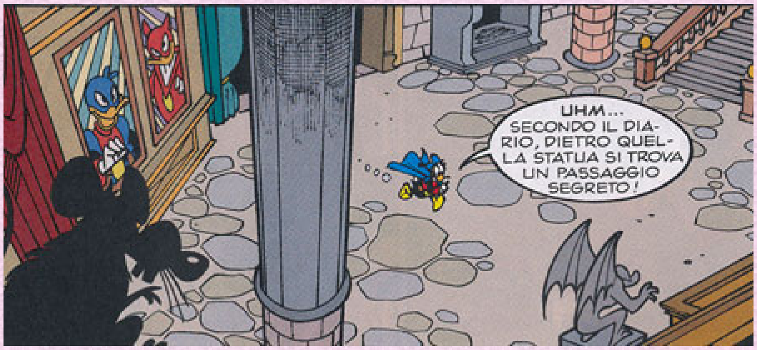
This reproduction of a medieval castle appears for the first time in the story ***PAPERINIK COLPISCE ANCORA*** (***DUCK AVENGER STRIKES AGAIN***).
Located in Dismal Valley, a difficult accessible area in the north-east of Duckburg, it is one of several secret hideout of **FANTOMALLARD** presumably also built in the last decades of the 1500s by **Duke Richard Quackett** better known as **Mad Duke** who was an ancestor of **Lord John Quackett alias FANTOMALLARD**


PAPEROPOLI
VILLA LALLA
LOCALITA' ROSETO
VILLA ROSA
MANIERO VALLE TETRA
MONTAGNE OMBROSE
CASA DELL'ERMELLINO
PICCO CUPO
VALLE SOLITARIA


PIUTTOSTO, AVETE MAI SENTITO PARLARE DEL MANIERO DI VALLE TETRA?

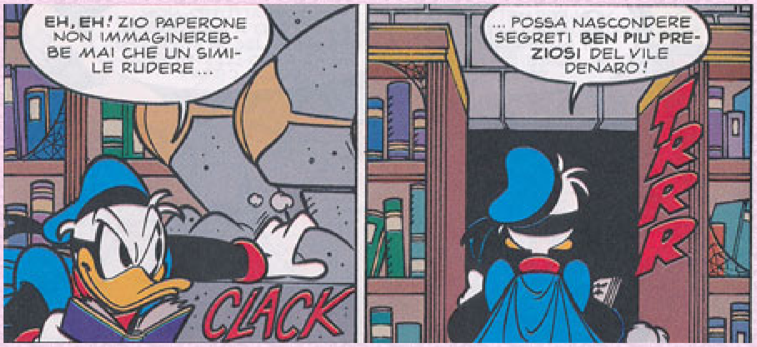
In the story ***DUCK AVENGER STRIKES AGAIN*** that bleak manor was bought by **Scrooge** who intends to exploit it as a tourist attraction and museum.
Clearly **Donald** in the role of both **DUCK AVENGER** and the "ghost" of **FANTOMALLARD** prevents the rich uncle in complicity with **Gladstone** to use a place linked to the memory of the gentleman thief, and at the end he also obliged **Scrooge** to donate the income of the opening night.

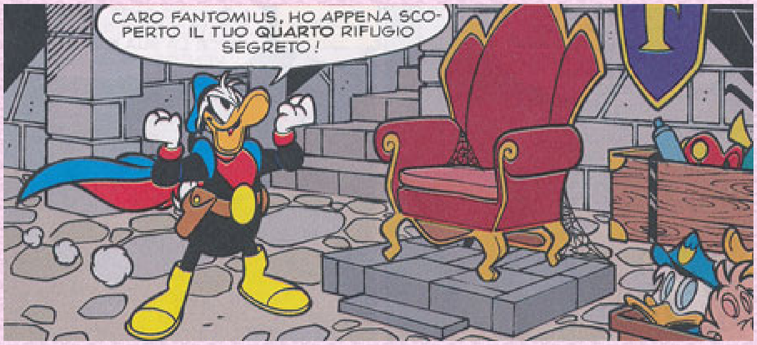

E ADESSO... SPARITE!
ARGH!
VIAAA!


UHM... SECONDO IL DIARIO, DIETRO QUELLA STATUA SI TROVA UN PASSAGGIO SEGRETO!

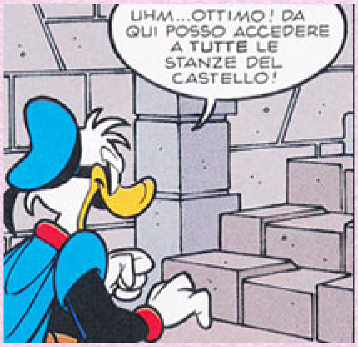
The main entrance of the castle leads to a large living room where on the side Right two large portraits of **FANTOMALLARD** and **Dolly Paprika** are present.
On the left wall there is the fireplace and the large staircase that leads upstairs to the bedrooms.

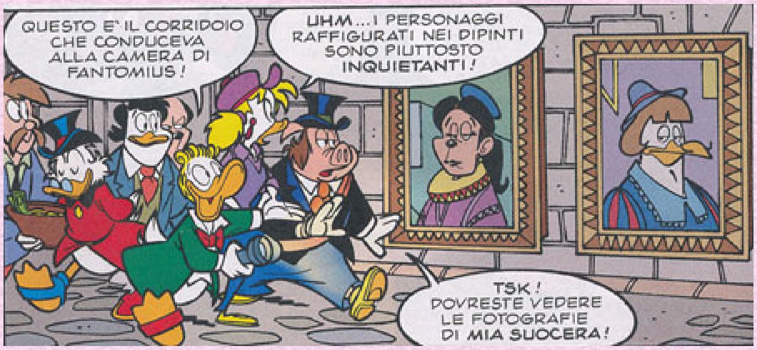
In the living room wall opposite the entrance, behind a library shelf, there is the secret refuge of **FANTOMALLARD**. The secret mechanism to open the library and allow the access to the refuge is activated by moving the right foot of a large marble statue placed at the side of the shelf.

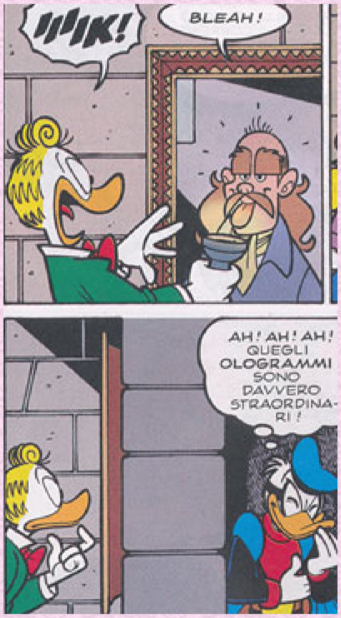

EH, EH! ZIO PAPERONE NON IMMAGINEREBBE MAI CHE UN SIMILE RUDERE...
CLACK
... POSSA NASCONDERE SEGRETI BEN PIU' PREZIOSI DEL VILE DENARO!
TRRR


CARO FANTOMIUS, HO APPENA SCOPERTO IL TUO QUARTO RIFUGIO SEGRETO!

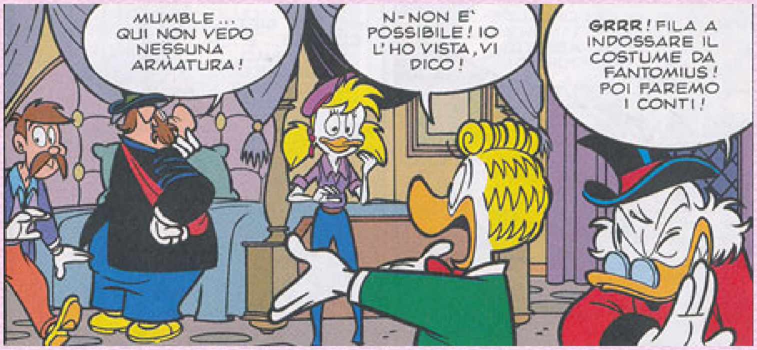
Inside the secret refuge there are a vintage armchair and boxes with several gadgets and the inevitable latex masks widely used by the gentleman thief and his girl friend.
From this area through a series of secret passages it is possible to access and observe all the rooms of the castle.


UHM...OTTIMO! DA QUI POSSO ACCEDERE A TUTTE LE STANZE DEL CASTELLO!


QUESTO E' IL CORRIDOIO CHE CONDUCEVA ALLA CAMERA DI FANTOMIUS!
UHM... I PERSONAGGI RAFFIGURATI NEI DIPINTI SONO PIUTTOSTO INQUIETANTI!
TSK! DOVRESTE VEDERE LE FOTOGRAFIE DI MIA SUOCERA!

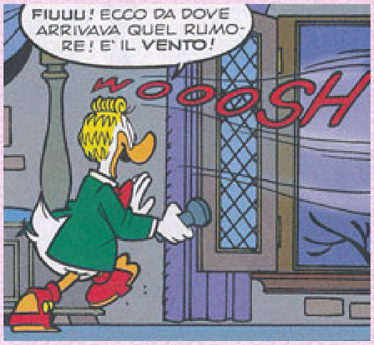

IIIK!
BLEAH!
AH! AH! AH! QUEGLI OLOGRAMMI SONO DAVVERO STRAORDINARI!

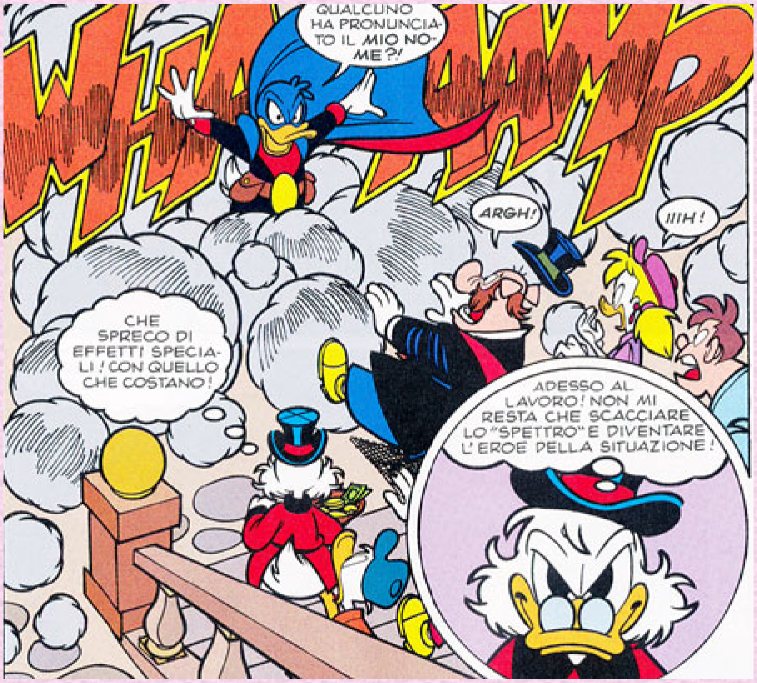
Upstairs a long corridor leads to other rooms and areas including the bedroom room of **Lord Quackett** and **Dolly Duck**. Along the corridor are hung several disturbing portraits that can assume different expressions by a simple olographic trick.
Because the old style of these paintings we can assume that they were put on by the **Mad Duke** himself to frighten or mock ,according to his style, his guests.


MUMBLE... QUI NON VEDO NESSUNA ARMATURA!
N-NON E' POSSIBILE! IO L'HO VISTA, VI DICO!
GRRR! FILA A INDOSSARE IL COSTUME DA FANTOMIUS! POI FAREMO I CONTI!

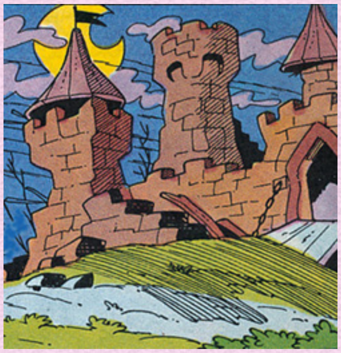
The bedroom of **FANTOMALLARD** and **Dolly Paprika** features the typical old style bed with a fireplace and a large window.

It is easy to imagine how every room of the castle is equipped with some secret passage to be used in case of emergency.

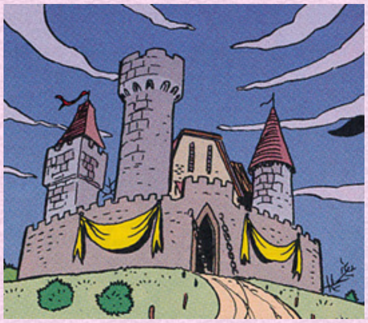

FIUUU! ECCO DA DOVE ARRIVAVA QUEL RUMORE! E' IL VENTO!
WOOOSH


QUALCUNO HA PRONUNCIATO IL MIO NOME?!
ARGH!
IIIH!
CHE SPRECO DI EFFETTI SPECIALI! CON QUELLO CHE COSTANO!
ADESSO AL LAVORO! NON MI RESTA CHE SCACCIARE LO "SPETTRO" E DIVENTARE L'EROE DELLA SITUAZIONE!

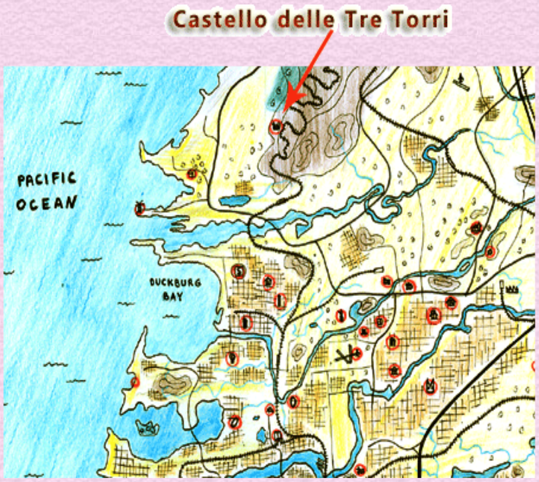
TOP

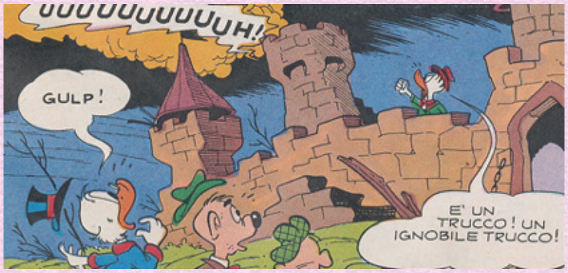


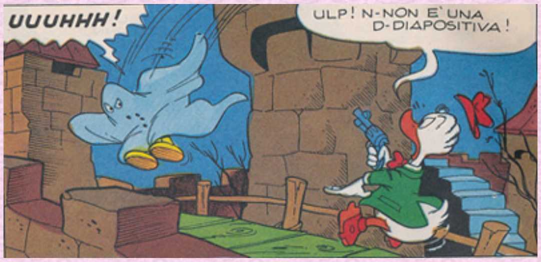
Three Tower Castle



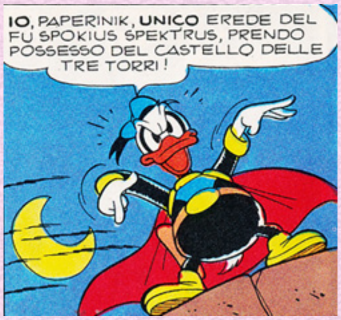
This reproduction of a mediaeval castle it is shown for the first time as a creepy remains in the story ***PAPERINIK E IL CASTELLO DELLE TRE TORRI*** (DUCK AVENGER AND THE THREE TOWER CASTLE).
This castle is located near an old railway in a hill area up to the north border of the Duckburg county. This creepy castle belong to a guy named **Spokius Spektrus** who was a misterious inventor lived during the second half of the 1800. It seems that this strange character likes to frighten his guests and the peoples living in the surrounding area. To do this the inventor used strange machinery and hipnotic illusions as well as fake apparison of ghosts.

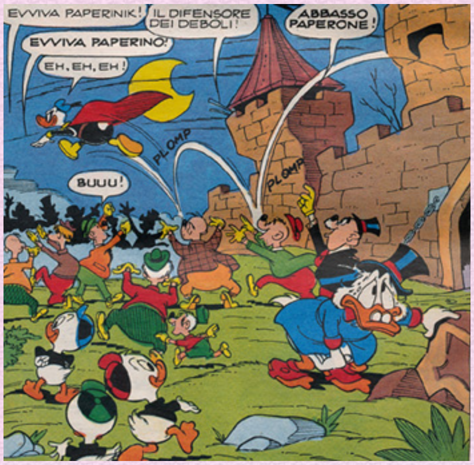

Castello delle Tre Torri
PACIFIC OCEAN
DUCKBURG BAY


UUUUUUUUUUUH!
GULP!
E' UN TRUCCO! UN IGNOBILE TRUCCO!


UUUHHH!
ULP! N-NON E' UNA D-DIAPOSITIVA!

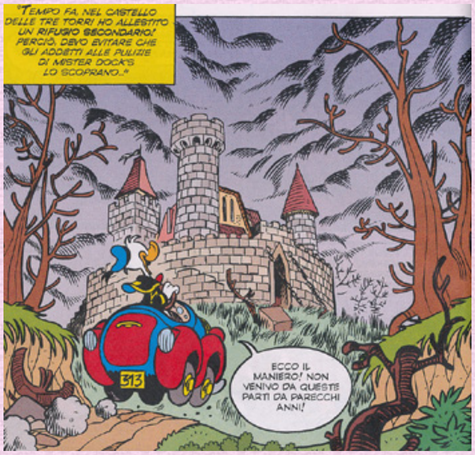
According to the testament of **Spokius Spektrus** past hundred years after his death, the Castle of the Three Towers will be owned by anyone who has the courage to spend a night inside. **Scrooge** after trying in vain to convince **Donald** to spend the night inside the castle, he hires **Gladstone** so that after taking possession of the castle he will donate it as free gifts to the rich uncle who intends to turn it into a hotel for billionaires

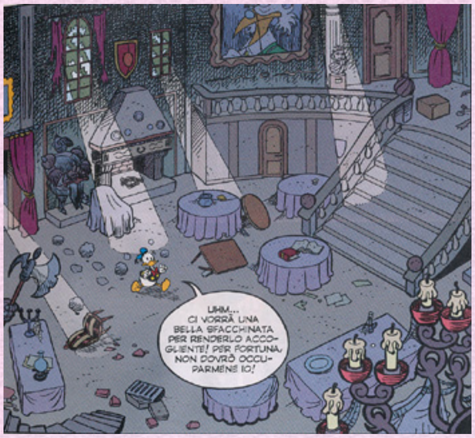

IO, PAPERINIK, UNICO EREDE DEL FU SPOKIUS SPEKTRUS, PRENDO POSSESSO DEL CASTELLO DELLE TRE TORRI!


EVVIVA PAPERINIK!
IL DIFENSORE DEI DEBOLI!
ABBASSO PAPERONE!
EVVIVA PAPERINO!
EH, EH, EH!
BUUU!
PLOMP
PLOMP

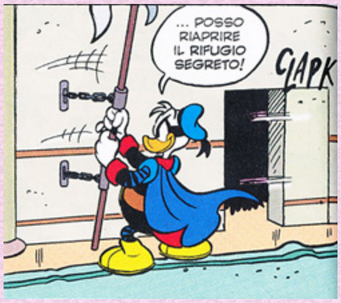
But during the night **DUCK AVENGER** that intervenes to avenge the insult suffered, disguises himself as a ghost making fun of **Gladstone** then showing the crowd gathered for the event he declared himself heir of **Spokius Spektrus** and takes possession of the Castle of the Three Towers.

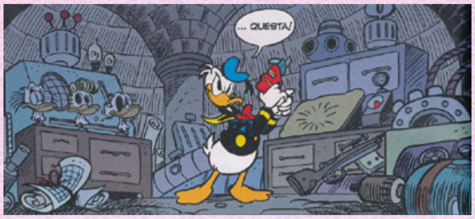
As we are shown by the subsequent history ***PAPERINIK E IL CASTELLO DEI SEGRETI*** (***DUCK AVENGER AND THE CASTLE OF SECRETS***) time after the Castle of the Three Towers was restored by the municipality as a gift on behalf of the citizens of Duckburg. Later on **DUCK AVENGER** create inside this castle his secondary refuge cleverly hidden behind a secret passage.

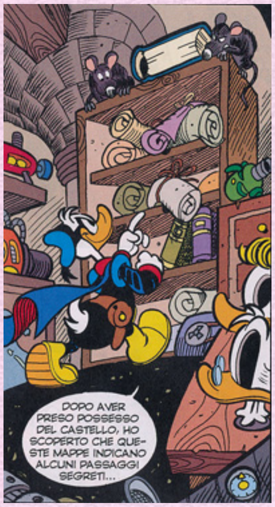

"TEMPO FA, NEL CASTELLO DELLE TRE TORRI HO ALLESTITO UN RIFUGIO SECONDARIO! PERCIÒ, DEVO EVITARE CHE GLI ADDETTI ALLE PULIZIE DI MISTER DOCK'S LO SCOPRANO..."
313
ECCO IL MANIERO! NON VENIVO DA QUESTE PARTI DA PARECCHI ANNI!


UHM... CI VORRÀ UNA BELLA SFACCHINATA PER RENDERLO ACCOGLIENTE! PER FORTUNA, NON DOVRÒ OCCUPARMENE IO!

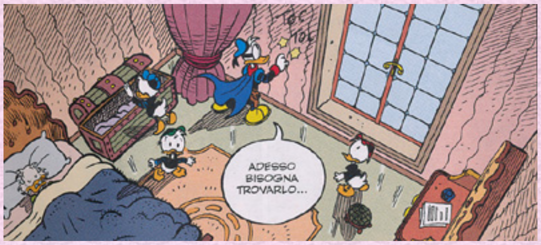
Entering the main door, equipped with a drawbridge, there is a large living room. From this via a wide staircase leads to the upstairs rooms. In a living room wall there is the entrance to the secret secondary refuge of **DUCK AVENGER** which can be opened by means of a mechanism that is actuated by pulling a large halberd.

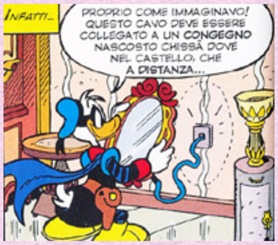

... POSSO RIAPRIRE IL RIFUGIO SEGRETO!
CLAPK



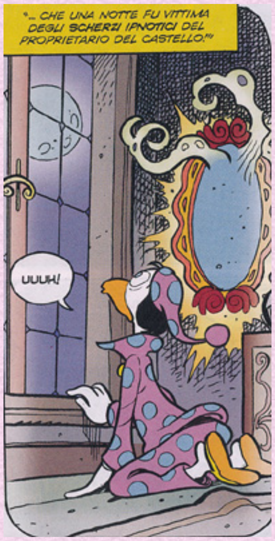

DOPO AVER PRESO POSSESSO DEL CASTELLO, HO SCOPERTO CHE QUESTE MAPPE INDICANO ALCUNI PASSAGGI SEGRETI...

Behind the secret passage there is the secondary refuge of **DUCK AVENGER**, also this one very likely made by **Gyro Gearloose** after the Castle of the Three Towers was restored from the town of Duckburg. In this refuge **DUCK AVENGER** holds a back-up costume, some gadgets and various masks.

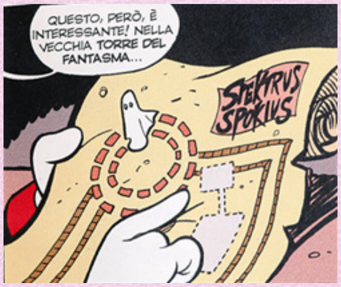

TOC TOC
ADESSO BISOGNA TROVARLO...

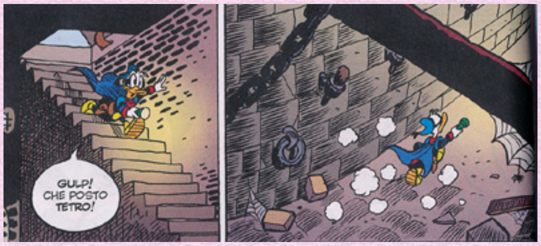

INFATTI...
PROPRIO COME IMMAGINAVO! QUESTO CAVO DEVE ESSERE COLLEGATO A UN CONGEGNO NASCOSTO CHISSÀ DOVE NEL CASTELLO, CHE A DISTANZA...

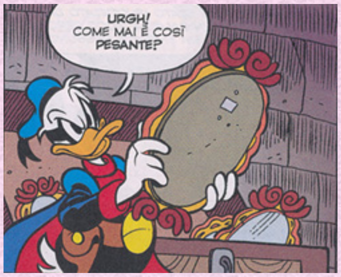
Still in the story ***DUCK AVENGER AND THE CASTLE OF SECRETS*** one of the bedrooms for the castle's guests is shown. In this room, and in others, **Spokius Spektrus** has installed special hypnotic mirrors that can be operated remotely with which to hypnotize guests as a joke, inducing suggestions of various kinds in them, including that of believing themselves to be finches.

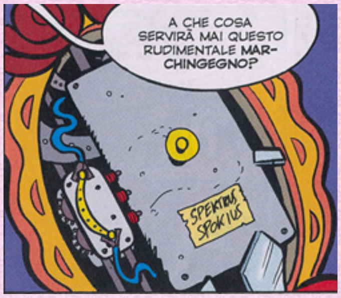

"... CHE UNA NOTTE FU VITTIMA DEGLI SCHERZI IPNOTICI DEL PROPRIETARIO DEL CASTELLO!"
UUUH!

An interesting map found by **Duck Avenger** in the castle archives shows us one of the many secret passages, in this case located in the as called the ghost tower. The secret passage that can be activated by pressing one of the stones of the tower leads via stairs to an underground passage.

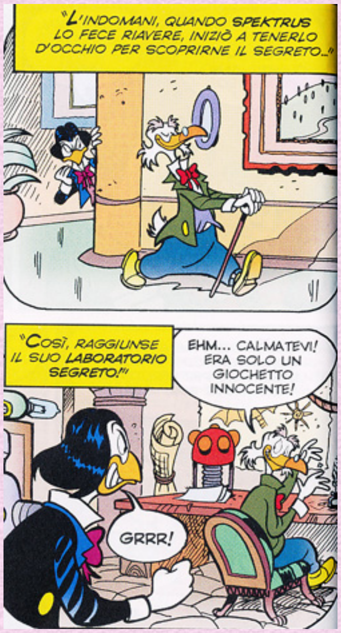

QUESTO, PERÒ, È INTERESSANTE! NELLA VECCHIA TORRE DEL FANTASMA...
SPEKTRUS SPOKIUS


GULP! CHE POSTO TETRO!

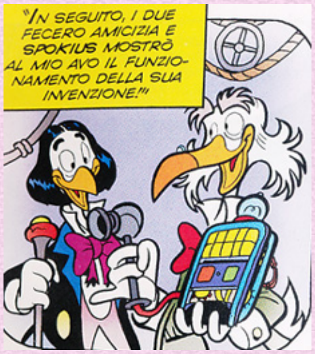

URGH! COME MAI È COSÌ PESANTE?

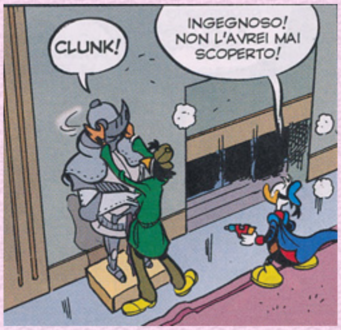

A CHE COSA SERVIRÀ MAI QUESTO RUDIMENTALE MARCHINGEGNO?
SPEKTRUS SPOKIUS

Along the tunnel there is a trunk containing numerous hypnotic mirrors equipped with a special remote-controlled device with which **Spokius Spektrus** enjoyed hypnotizing his guests.

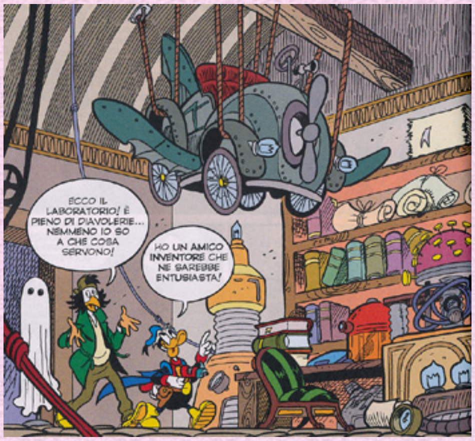

"L'INDOMANI, QUANDO SPEKTRUS LO FECE RIAVERE, INIZIÒ A TENERLO D'OCCHIO PER SCOPRIRNE IL SEGRETO..."
"COSÌ, RAGGIUNSE IL SUO LABORATORIO SEGRETO!"
EHM... CALMATEVI! ERA SOLO UN GIOCHETTO INNOCENTE!
GRRR!

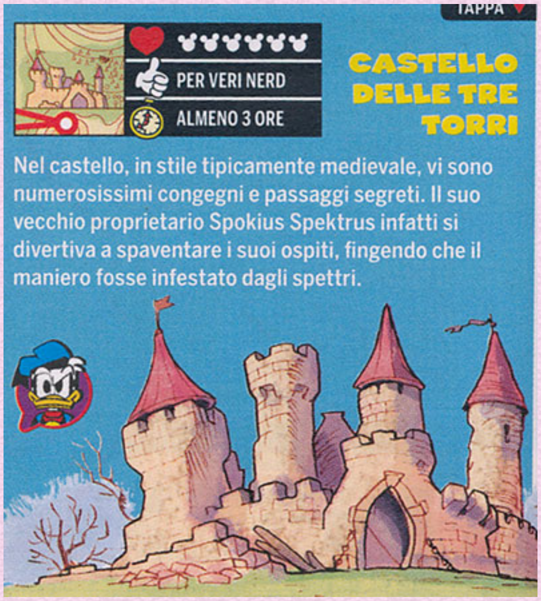
In the story **i>DUCK AVENGER AND THE CASTLE OF SECRETS** in some & quot;flash back" of the second half of the 1800, the true appearance of **Spokius Spektrus** it is shown, along with a guest who had just played one of his creepy pranks.


"IN SEGUITO, I DUE FECERO AMICIZIA E SPOKIUS MOSTRÒ AL MIO AVO IL FUNZIONAMENTO DELLA SUA INVENZIONE!"


CLUNK!
INGEGNOSO! NON L'AVREI MAI SCOPERTO!

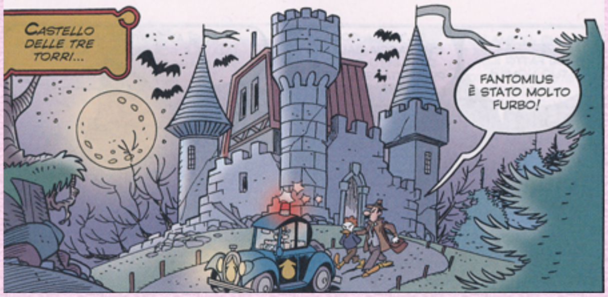
In one of the corridors near the rooms on the upper floor there is the secret passage to the laboratory of **Spokius Spektrus**. The access to this passage is operated by turning the helmet of an armor. In the laboratory of the extravagant inventor there are mysterious and incredible machinery that is decidedly avant-garde for a character who lived in the 1800.


ECCO IL LABORATORIO! È PIENO DI DIAVOLERIE... NEMMENO IO SO A CHE COSA SERVONO!
HO UN AMICO INVENTORE CHE NE SAREBBE ENTUSIASTA!

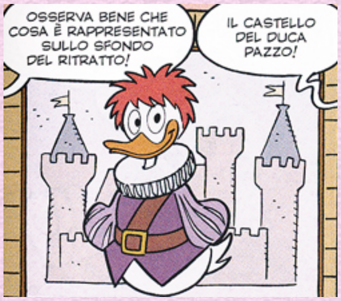

TAPPA
PER VERI NERD
ALMENO 3 ORE
CASTELLO DELLE TRE TORRI

Nel castello, in stile tipicamente medievale, vi sono numerosissimi congegni e passaggi segreti. Il suo vecchio proprietario Spokius Spektrus infatti si divertiva a spaventare i suoi ospiti, fingendo che il maniero fosse infestato dagli spettri.

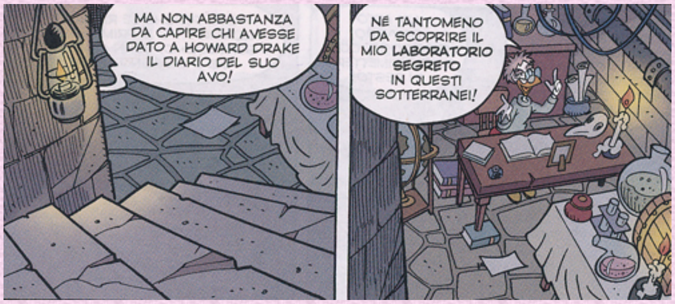
An interesting representation of the Castle of the Three Towers is made by the talented Disney architect/artist Blasco Pisapia in one of his special articles entitled: The guide to the city of Duckburg, published in the italian comic book TOPOLINO in September 2014.

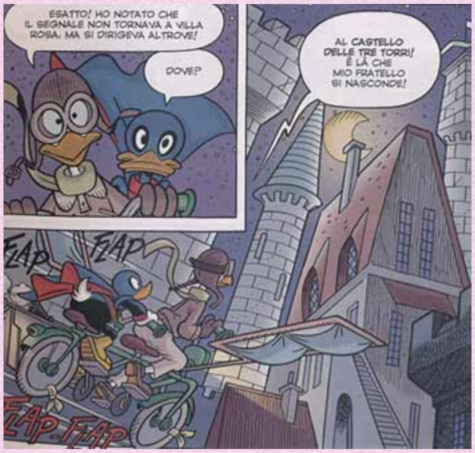

CASTELLO DELLE TRE TORRI...
FANTOMIUS È STATO MOLTO FURBO!

The Three Tower castle is shows how it was during the 20s by Gervasio in the fourteenth episode of the **Fantomallard** saga titled **THE TRASURE OF FRANCIS DRAKE**. In this adventure is told that the castle was originally buit by the **Mad Duke**. On one of his portrait in fact the Duke is represented in front of the Three Tower Castle instead of his usual manor.
It is thu is logical to suppose that the castle was sold in a later period to **Spokius Spektrus** (or to some of his ancestors) by some heir of the **Mad Duke**.

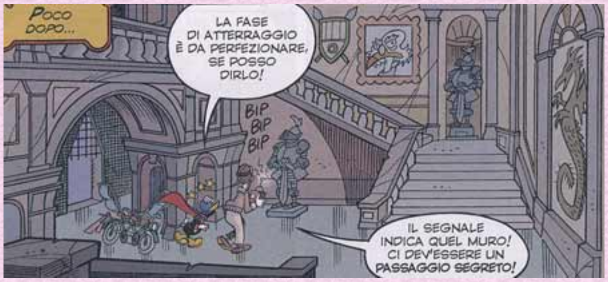

OSSERVA BENE CHE COSA È RAPPRESENTATO SULLO SFONDO DEL RITRATTO!
IL CASTELLO DEL DUCA PAZZO!

In the same story Gervasio also shows that during the 20s **Cartesius Gearloose**, twin of **Copernicus**, has his secret laboratory in the underground of the castle. We can thus presume that **Cartesius** was a friend or a student or an assistant of **Spokius Spektrus** who also was a extravagant genius and inventor.


MA NON ABBASTANZA DA CAPIRE CHI AVESSE DATO A HOWARD DRAKE IL DIARIO DEL SUO AVO!
NÉ TANTOMENO DA SCOPRIRE IL MIO LABORATORIO SEGRETO IN QUESTI SOTTERRANEI!

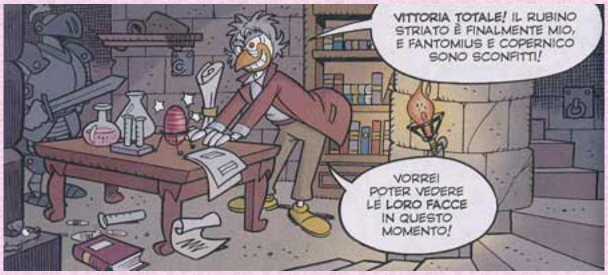

ESATTO! HO NOTATO CHE IL SEGNALE NON TORNAVA A VILLA ROSA, MA SI DIRIGEVA ALTROVE!
DOVE?
AL CASTELLO DELLE TRE TORRI! È LÀ CHE MIO FRATELLO SI NASCONDE!
FLAP FLAP
FLAP FLAP

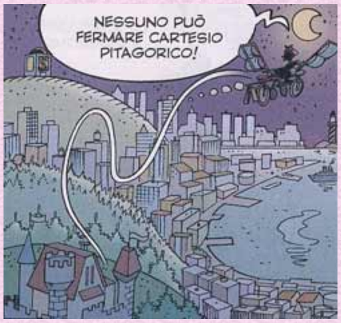
The Castle of the Three Towers is shown again during the 1920s by Gervasio in the sixteenth episode of the **Fantomallard** saga entitled **THE THIEF AND THE BILLIONAIRE**. In this story **Fantomallard** and his friend **Copernicus Gearloose** go to the manor to oppose **Cartesius Gearloose** (twin brother of **Copernicus**) who had just stolen from **Scrooge** the famous striped ruby â€‹â€‹-symbol of distinction-


POCO DOPO...
LA FASE DI ATTERRAGGIO È DA PERFEZIONARE, SE POSSO DIRLO!
BIP BIP BIP
IL SEGNALE INDICA QUEL MURO! CI DEV'ESSERE UN PASSAGGIO SEGRETO!

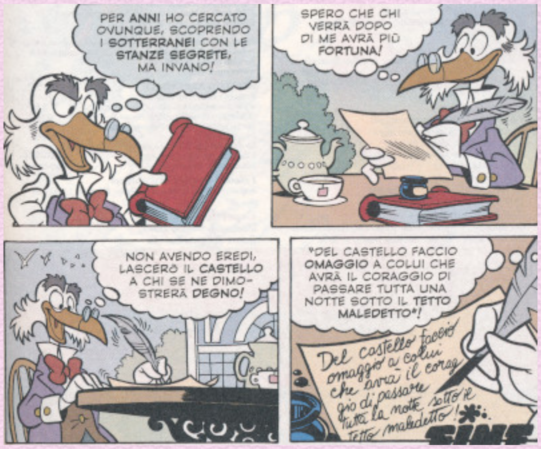
In the same story, Gervasio also shows us the main hall of the castle with the portrait of **Spokius Spectrus** the last owner of the castle still on the wall at the top of the stairs during the second half of 1800.
Also in this story are shown the secret access to the laboratory which is activated by opening the armor concealment positioned in the wall under the staircase of the hall.

Gervasio then shows us a part of the old laboratory of **Spokius Spektrus** where the maniacal **Cartesius Gearloose** (who was at the time a pupil of **Spokius**) kept until the 1920s his secret refuge.


VITTORIA TOTALE! IL RUBINO STRIATO È FINALMENTE MIO, E FANTOMIUS E COPERNICO SONO SCONFITTI!
VORREI POTER VEDERE LE LORO FACCE IN QUESTO MOMENTO!

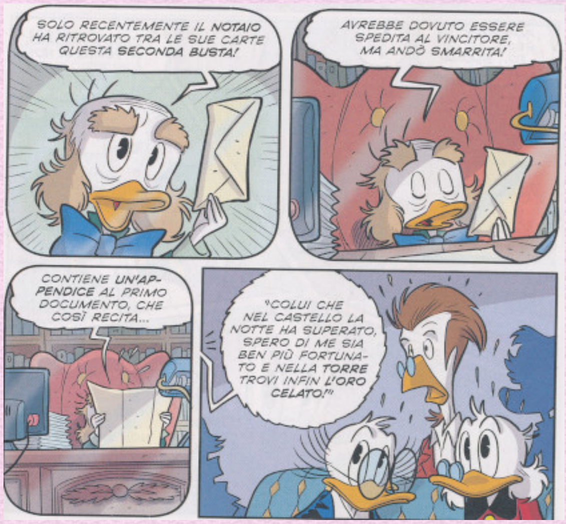

NESSUNO PUÒ FERMARE CARTESIO PITAGORICO!

In the sequence of the escape of **Cartesius Gearloose** from the Castle of the Three Towers, Gervasio reproduces a beautiful glimpse of the position of the manor with respect to the city of Duckburg, in the hilly area north of Duckburg.

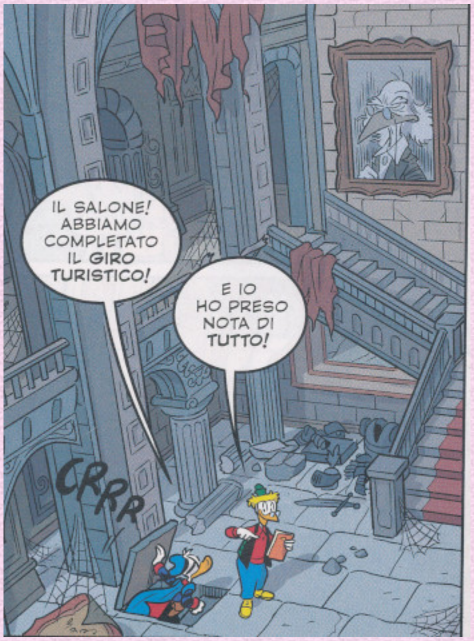

PER ANNI HO CERCATO OVUNQUE, SCOPRENDO I SOTTERRANEI CON LE STANZE SEGRETE, MA INVANO!
SPERO CHE CHI VERRÀ DOPO DI ME AVRÀ PIÙ FORTUNA!
NON AVENDO EREDI, LASCERÒ IL CASTELLO A CHI SE NE DIMOSTRERÀ DEGNO!
"DEL CASTELLO FACCIO OMAGGIO A COLUI CHE AVRÀ IL CORAGGIO DI PASSARE TUTTA UNA NOTTE SOTTO IL TETTO MALEDETTO"!
Del castello faccio omaggio a colui che avrà il coraggio di passare tutta la notte sotto il tetto maledetto!
FINE

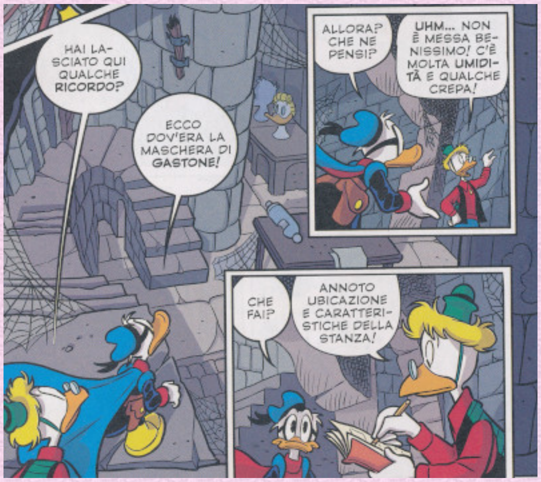
In some vignettes connecting the stories of the **Fantomallard** saga which have been reprinted in the special Classic **THE MYSTERIES OF FANTOMALLARD** it is shows again **Spokius Spektrus** towards the end from 1800 when he wrote his will concerning the castle of the three towers.

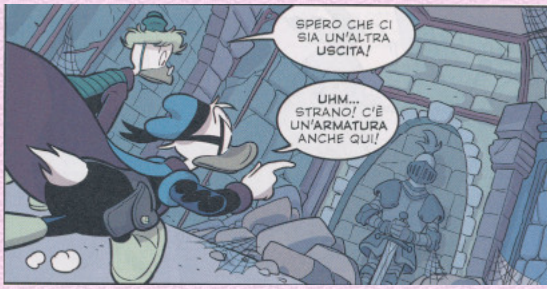
In the history of Bertani, Gervasio and Baccinelli ***DUCK AVENGER AND THE GOLDEN TOWER*** publised on italian comic books TOPOLINO n.3479-3481 the lawyer **Raymond Bum** who had managed the will of **Spokius Spektrus** announces the existence of another letter where the owner of the castle informs the one who will inherit the castle of the presence of a mysterious treasure in one of the towers (probably the gold that the **Mad Duke** stole from **Francis Drake**), a treasure that the **Spokius Spectrus** himself does not was able to find.

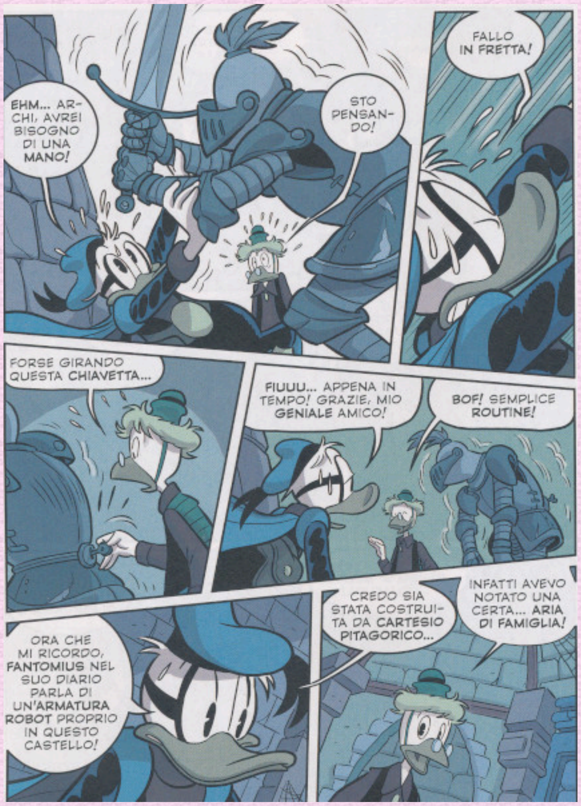

SOLO RECENTEMENTE IL NOTAIO HA RITROVATO TRA LE SUE CARTE QUESTA SECONDA BUSTA!
AVREBBE DOVUTO ESSERE SPEDITA AL VINCITORE, MA ANDÒ SMARRITA!
CONTIENE UN'APPENDICE AL PRIMO DOCUMENTO, CHE COSÌ RECITA...
"COLUI CHE NEL CASTELLO LA NOTTE HA SUPERATO, SPERO DI ME SIA BEN PIÙ FORTUNATO E NELLA TORRE TROVI INFIN L'ORO CELATO!"

The story is set in the period in which **Duck Avenger** with the help of **Gyro Gearloose** is forced to create the alternative refuge in one of the secret rooms of the castle, being the refuge under the **Donald**'s house uninhabitable due to sudden flooding. In the story we are again shown different areas of the castle, the dungeons and the various mechanisms to access the secret rooms.

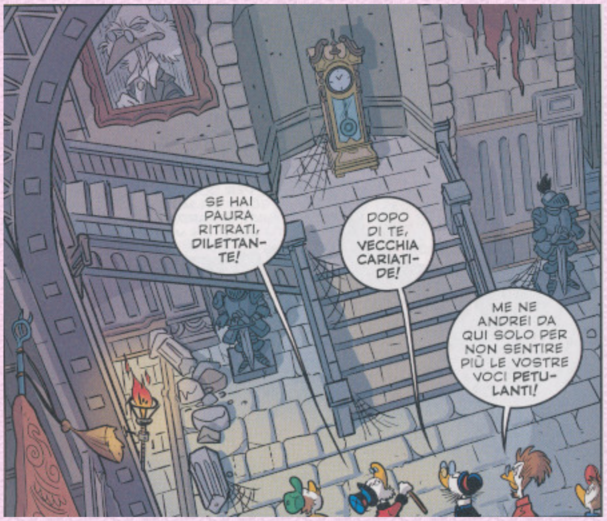

IL SALONE! ABBIAMO COMPLETATO IL GIRO TURISTICO!
E IO HO PRESO NOTA DI TUTTO!
CRRR


HAI LASCIATO QUI QUALCHE RICORDO?
ECCO DOV'ERA LA MASCHERA DI GASTONE!
ALLORA? CHE NE PENSI?
UHM... NON È MESSA BENISSIMO! C'È MOLTA UMIDITÀ E QUALCHE CREPA!
CHE FAI?
ANNOTO UBICAZIONE E CARATTERISTICHE DELLA STANZA!


SPERO CHE CI SIA UN'ALTRA USCITA!
UHM... STRANO! C'È UN'ARMATURA ANCHE QUI!

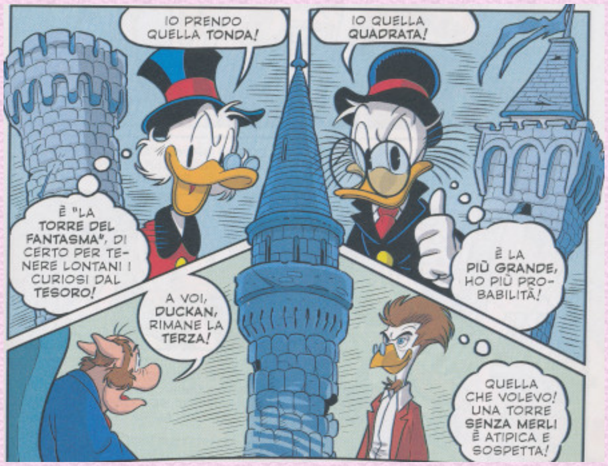

EHM... ARCHI, AVREI BISOGNO DI UNA MANO!
STO PENSANDO!
FALLO IN FRETTA!
FORSE GIRANDO QUESTA CHIAVETTA...
FIUUU... APPENA IN TEMPO! GRAZIE, MIO GENIALE AMICO!
BOF! SEMPLICE ROUTINE!
ORA CHE MI RICORDO, FANTOMIUS NEL SUO DIARIO PARLA DI UN'ARMATURA ROBOT PROPRIO IN QUESTO CASTELLO!
CREDO SIA STATA COSTRUITA DA CARTESIO PITAGORICO...
INFATTI AVEVO NOTATO UNA CERTA... ARIA DI FAMIGLIA!

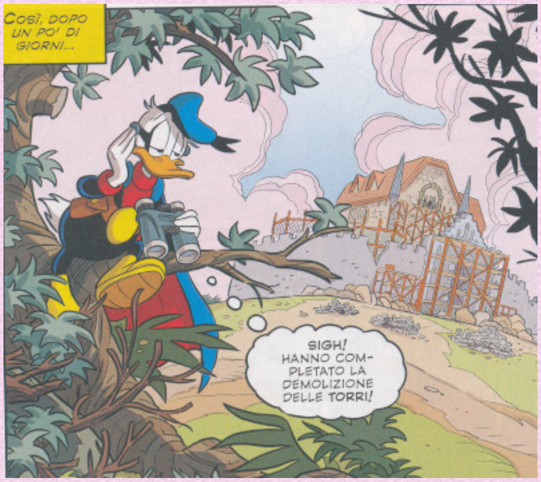
In one of the secret rooms of the basement **Duck Avenger** and **Gyro** discover a sort of robot-armor built at the time by **Cartesius Gearloose** when he used in the first decades from 1900 the castle of the three towers as his laboratory after being a pupil of **Spokius Spektrus** .


SE HAI PAURA RITIRATI, DILETTANTE!
DOPO DI TE, VECCHIA CARIATIDE!
ME NE ANDREI DA QUI SOLO PER NON SENTIRE PIÙ LE VOSTRE VOCI PETULANTI!

Another beautiful image of the main hall of the castle of the three towers is shown in the second part of the story **DUCK AVENGER AND THE GOLDEN TOWER**.

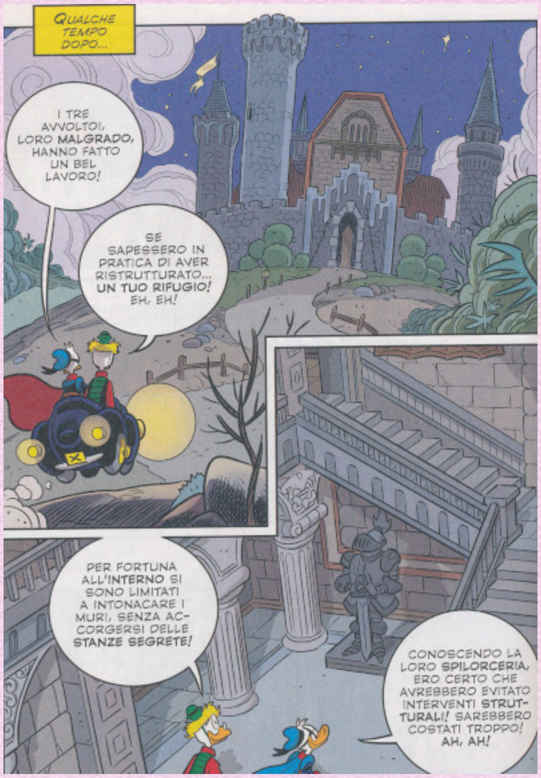
In the same adventure **Scrooge**, **Rockerduck** and **Duckan** each decide to demolish one of the castle's towers hoping to find the gold hidden by the Mad Duke.
The three towers are named the tower of the ghost, the great tower and the tower without battlements.

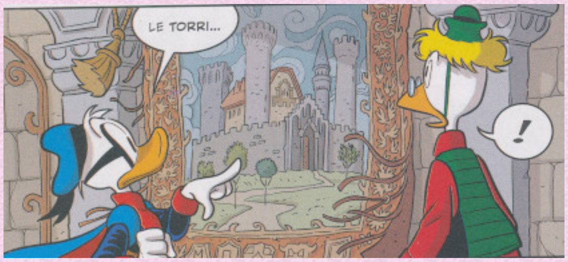

IO PRENDO QUELLA TONDA!
IO QUELLA QUADRATA!
È "LA TORRE DEL FANTASMA", DI CERTO PER TENERE LONTANI I CURIOSI DAL TESORO!
È LA PIÙ GRANDE, HO PIÙ PROBABILITÀ!
A VOI, DUCKAN, RIMANE LA TERZA!
QUELLA CHE VOLEVO! UNA TORRE SENZA MERLI È ATIPICA E SOSPETTA!


COSÌ, DOPO UN PO' DI GIORNI...
SIGH! HANNO COMPLETATO LA DEMOLIZIONE DELLE TORRI!

Still in the story **DUCKS AVENGER AND THE GOLDEN TOWER** the towers of the castle are demolished by **Scrooge**, **Rockerduck** and **Duckan** to search for the alleged treasure that the Mad Duke **Richard Quackett** hid in one of the towers after stealing it from **Francis Drake**.

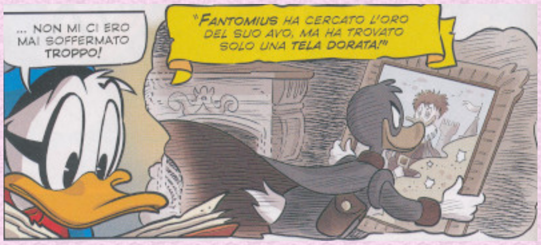
Not having found the treasure, the three tycoons give up their possession of the castle, but the Duckburg mayor, before returning the castle "property" to **Duck Avenger**, forces them to completely restore the old castle.
Fortunately, during the restorations, no one discovers the basement of the castle and the secret refuge of the masked avenger duck is therefore safe.

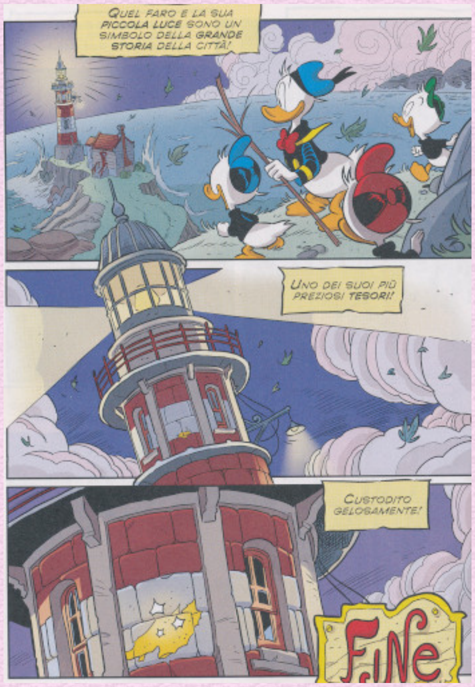

QUALCHE TEMPO DOPO...
I TRE AVVOLTOI, LORO MALGRADO, HANNO FATTO UN BEL LAVORO!
SE SAPESSERO IN PRATICA DI AVER RISTRUTTURATO... UN TUO RIFUGIO! EH, EH!
PER FORTUNA ALL'INTERNO SI SONO LIMITATI A INTONACARE I MURI, SENZA ACCORGERSI DELLE STANZE SEGRETE!
CONOSCENDO LA LORO SPILORCERIA, ERO CERTO CHE AVREBBERO EVITATO INTERVENTI STRUTTURALI! SAREBBERO COSTATI TROPPO! AH, AH!

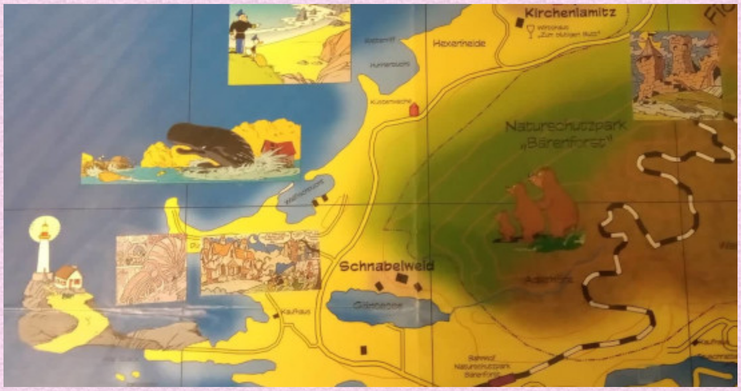


While inspecting the castle **Duck Avenger** and **Gyro** discover from an old painting that the castle originally had four towers and that therefore presumably the treasure was hidden in the fourth tower which was presumably demolished by the the same Mad Duke, thus transferring the gold to another safer place.

Reading better one of the diaries of **Fantomallard** the two friends discover that the gentleman thief had already sought his ancestor's gold but that he found only a gilded canvas. It seems that **Richard Quackett** used that gold to help the first settlers in the area build the Cape Quack lighthouse.


... NON MI CI ERO MAI SOFFERMATO TROPPO!
"FANTOMIUS HA CERCATO L'ORO DEL SUO AVO, MA HA TROVATO SOLO UNA TELA DORATA!"


QUEL FARO E LA SUA PICCOLA LUCE SONO UN SIMBOLO DELLA GRANDE STORIA DELLA CITTÀ!
UNO DEI SUOI PIÙ PREZIOSI TESORI!
CUSTODITO GELOSAMENTE!
FINE


Kirchenlamitz
Hexenheide
Naturschutzpark „Bärenforst"
Schnabelweid

From the demolished tower the gold was then used to build the Capo Quack lighthouse which in fact is located not far from the castle of the three towers.

The three towers castle is also mentioned in the CENTAURIA booklet 89 in the I LOVE PAPEROPOLI series.

Dal mondo di TOPOLINO
89
I LOVE PAPEROPOLI
LA CITTÀ PIÙ DIVERTENTE DEL MONDO A CASA TUA
CON I SUOI ABITANTI
CONTIENE UNA STORIA POSTER
CASTELLI E MANIERI

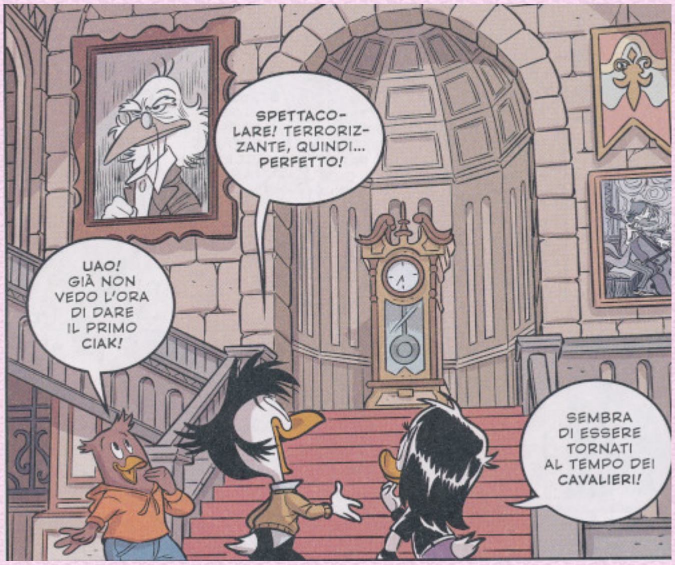
EXTRA

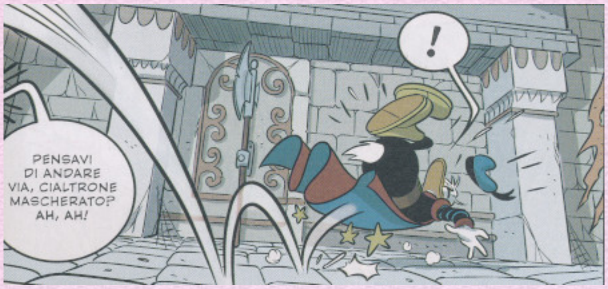
I LUOGHI:

LA DIMORA ALTERNATIVA DI RICHARD QUACKETT CELA A SUA VOLTA SEGRETI E MISTERI CHE VALE LA PENA DI APPROFONDIRE.

IL CASTELLO DELLE TRE TORRI

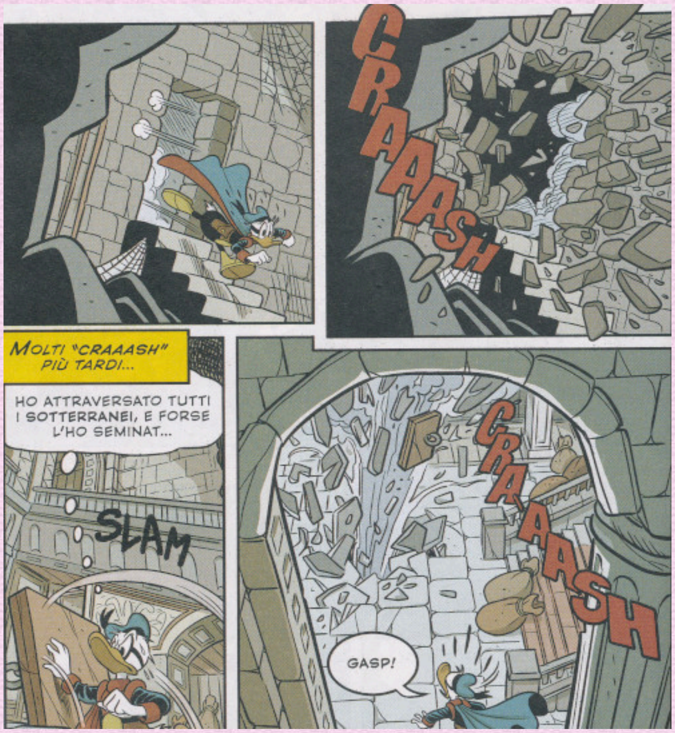
Costruito nel XVI secolo, il Castello delle Tre Torri ha cambiato negli anni diversi inquilini. Nell'800 è appartenuto al misterioso Spokius Spectrus, che nelle sue ultime volontà lo lasciò in eredità a: "chiunque avesse avuto il fegato di passarci un'intera notte in totale solitudine". Sul maniero circolavano già strane storie e dopo Spectrus fu abitato dal criminale Cartesio Pitagorico, pecora nera della famiglia di Archimede, che nei suoi sotterranei allestì un laboratorio segreto. Infine, fu Paperinik a reclamarne il possesso davanti all'intera cittadinanza, rafforzando così il suo retaggio e la sua figura di erede di Fantomius e dell'intera dinastia dei Quackett.

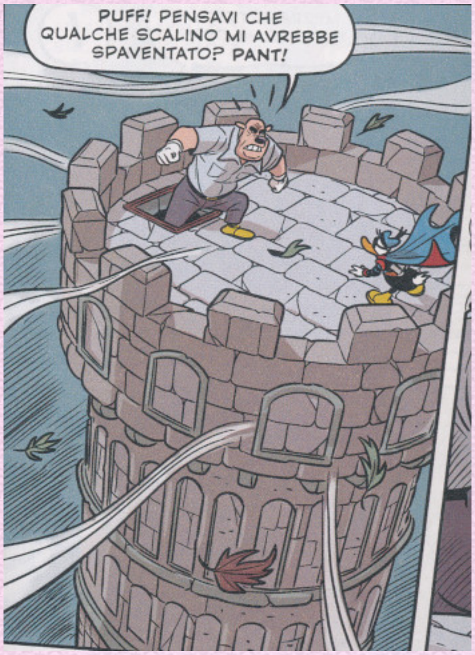

SPETTACOLARE! TERRORIZZANTE, QUINDI... PERFETTO!
UAO! GIÀ NON VEDO L'ORA DI DARE IL PRIMO CIAK!
SEMBRA DI ESSERE TORNATI AL TEMPO DEI CAVALIERI!

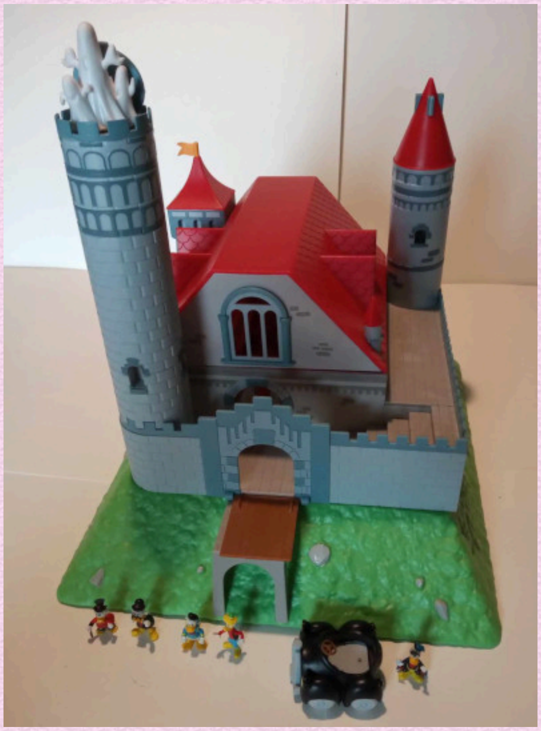

!
PENSAVI DI ANDARE VIA, CIALTRONE MASCHERATO? AH, AH!

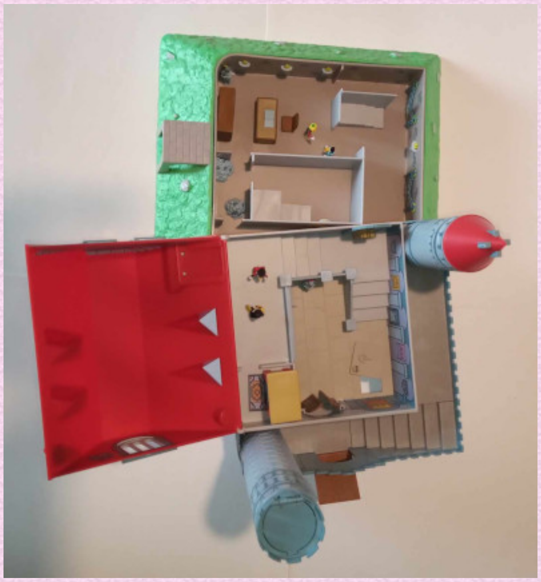
The castle of the three towers appears again in the story of Gervasio and Baccinelli **DUCK AVENGER IN TRAPPED AT THE CASTLE** where the masked duck finds himself facing **Wilson Risk** which was already his opponent in a previous story.

In this adventure the talented artist Baccinelli shows us some glimpses of the castle including the high main tower known as "the ghost tower"


CRAAAASH
MOLTI "CRAAASH" PIÙ TARDI...
HO ATTRAVERSATO TUTTI I SOTTERRANEI, E FORSE L'HO SEMINAT...
SLAM
CRAAASH
GASP!

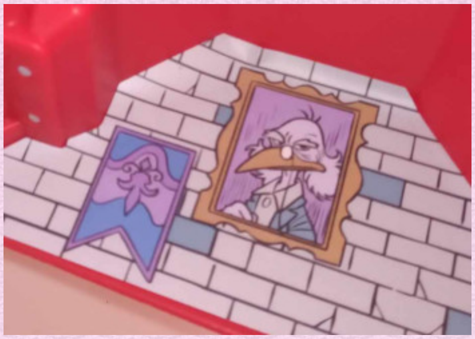

PUFF! PENSAVI CHE QUALCHE SCALINO MI AVREBBE SPAVENTATO? PANT!





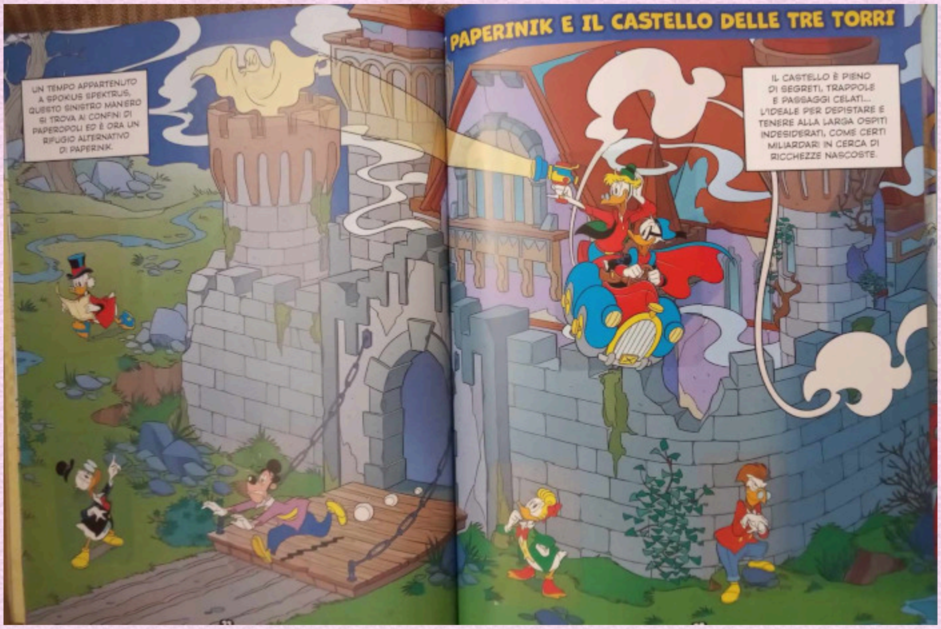
On the occasion of this adventure, PANINI publishing created a beautiful model of the castle of the three towers complete with internal rooms, underground rooms, secret passages and the **Duck Avenger** characters with his special car, **Donal Duck** , **Gyro Gearloose**, **Scrooge Mc Duck**, **Rockerduck** and the "ghosts" on the main tower.

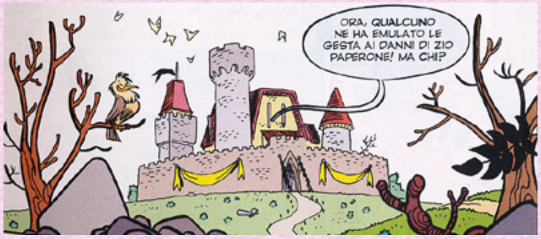
The model includes various details and parts of both the internal halls and the secret hideout including the ancient style bed, the armour, the pendulum clock, tapestries, the halberd which hides a secret passage, the secret door which leads to the hideout, chests, shackles and chains.

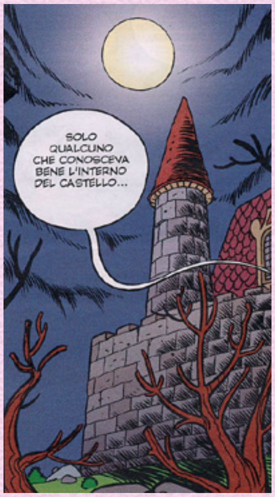


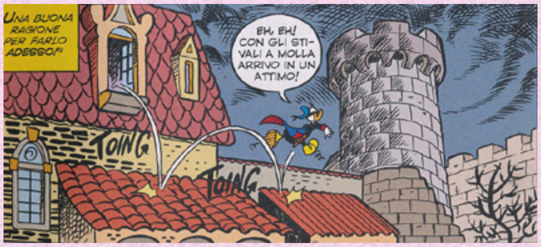
Among the notable paintings are the portrait of **Spokis Spektrus** and that of the **Mad Duke of Duckburg** who created the castle in the 16th century.

The three towers castle is also represented in the Italin sticker cards album DONAL DUCK 90 issued in 2024.

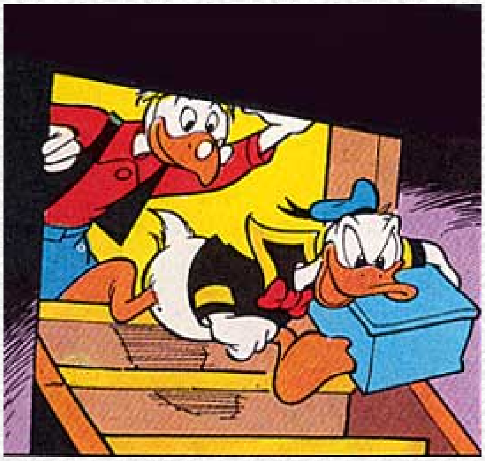

UN TEMPO APPARTENUTO A SPOKUS SPEKTRUS, QUESTO SINISTRO MANIERO SI TROVA AI CONFINI DI PAPEROPOLI ED È ORA UN RIFUGIO ALTERNATIVO DI PAPERINIK.
PAPERINIK E IL CASTELLO DELLE TRE TORRI
IL CASTELLO È PIENO DI SEGRETI, TRAPPOLE E PASSAGGI CELATI... L'IDEALE PER DEPISTARE E TENERE ALLA LARGA OSPITI INDESIDERATI, COME CERTI MILIARDARI IN CERCA DI RICCHEZZE NASCOSTE.


ORA, QUALCUNO NE HA EMULATO LE GESTA AI DANNI DI ZIO PAPERONE! MA CHI?


SOLO QUALCUNO CHE CONOSCEVA BENE L'INTERNO DEL CASTELLO...


UNA BUONA RAGIONE PER FARLO ADESSO!"
EH, EH! CON GLI STIVALI A MOLLA ARRIVO IN UN ATTIMO!
TOING
TOING

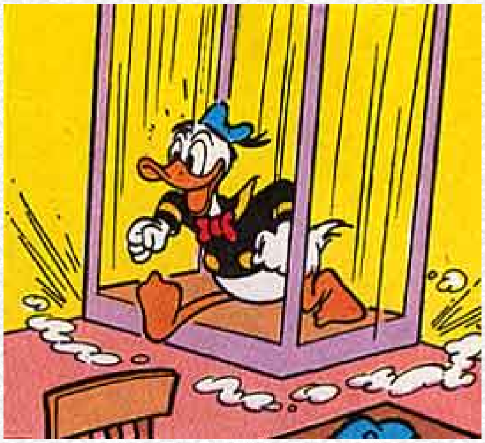
TOP



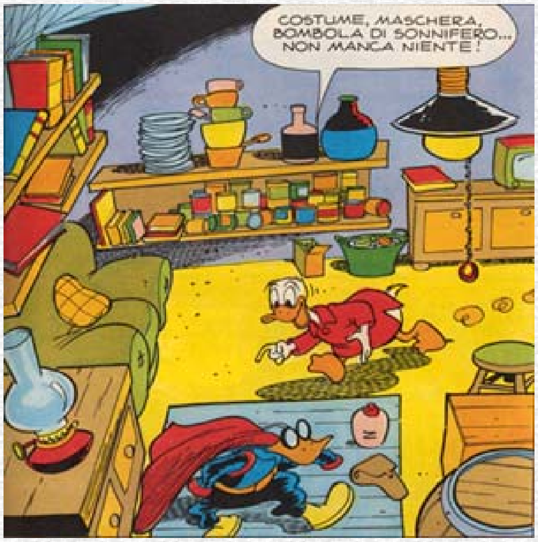
The Hideout

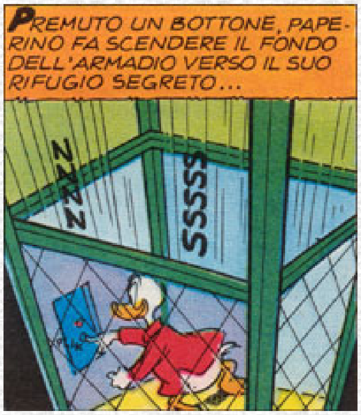
Page with soundtrack

Beetlejuice
by Danny Elfman



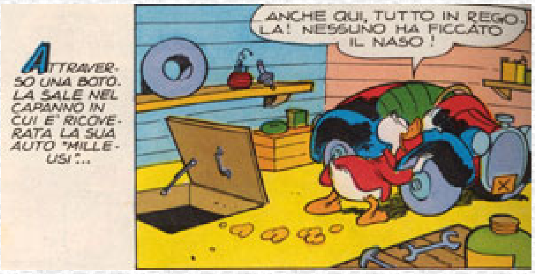
DUCK AVENGER's secret hideout was designed and built by **Gyro Gearloose** under Donald's house. The hideout's first appearance is in the second **DUCK AVENGER** story ***PAPERINIK ALLA RISCOSSA*** (***THE REVENGE OF DUCK AVENGER***) and it is also shown, with some differences depending on the artist, in most of the **DUCK AVENGER**'s adventures.

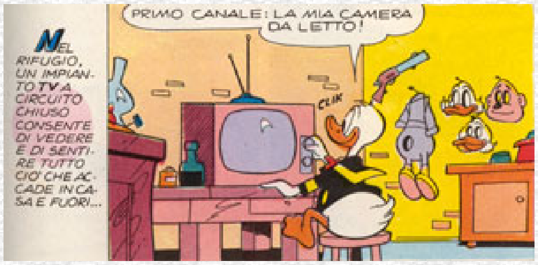

COSTUME, MASCHERA, BOMBOLA DI SONNIFERO... NON MANCA NIENTE!


PREMUTO UN BOTTONE, PAPERINO FA SCENDERE IL FONDO DELL'ARMADIO VERSO IL SUO RIFUGIO SEGRETO...
ZZZZ
SSSSS

There are three secret entrances to the hideout, the first one is by an elevator hidden in Donald's bedroom closet, another one is by a trapdoor which is connected to the hideout by the garage, the third one is an emergency tunnel connecting the hideout directly with the house's backyard (this was not shown in the first stories but was created later).

In this hideout **DUCK AVENGER** keeps his costume, and all the special devices, some of which belonged to **FANTOMALLARD** and most of the others created by **Gyro**.

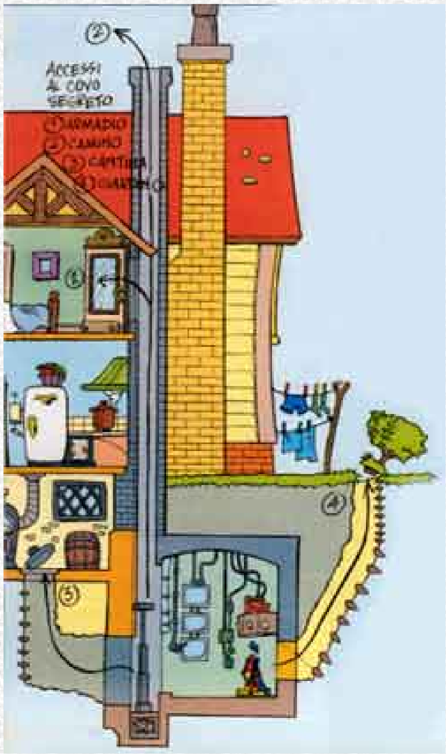

ATTRAVERSO UNA BOTOLA SALE NEL CAPANNO IN CUI E' RICOVERATA LA SUA AUTO "MILLE-USI"...
ANCHE QUI, TUTTO IN REGOLA! NESSUNO HA FICCATO IL NASO!


NEL RIFUGIO, UN IMPIANTO TV A CIRCUITO CHIUSO CONSENTE DI VEDERE E DI SENTIRE TUTTO CIO' CHE ACCADE IN CASA E FUORI...
PRIMO CANALE: LA MIA CAMERA DA LETTO!
CLIK

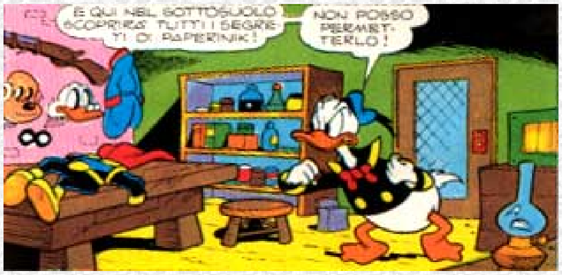
In the story ***PAPERINIK E LA SCUOLA DEL KRIMEN*** (***DUCK AVENGER AND THE KRIMEN SCHOOL***) the hideout is equipped with a closed circuit camera which allows to spy **Donald**'s rooms and yard.

In the interesting special published in **TOPOLINO n°2409** Jannuary 29, 2002, dedicated to **Donald**'s home, the Architect-artist Blasco Pisapia shows with awesome cutouts the **Donald**'s house and his secret hideout as well.

These really interesting drawings show the hideout itselfs (maybe represented too futuristic according to what is shown in the first **DUCK AVENGER** stories) and the various secret entrances: The closet elevator in **Donald**'s bedroom, the excape tunnel which goes directly to the backyard, another entrance in the chimney (in my opinion a little bit exagerated and useless even if it is shown in some less significant post-Guido Martina **DUCK AVENGER** stories). The other passage is shown connected to the basement of the house but in this case would be much more logical as shown in the most **DUCK AVENGER** stories connected to the garage where the masked duck kept his special car.

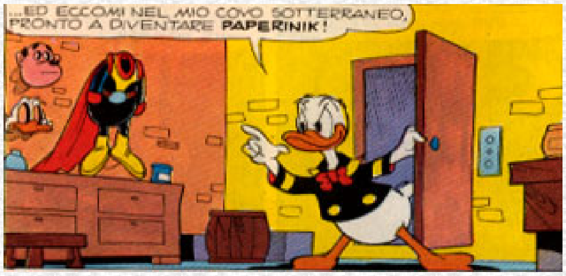


ACCESSI AL COVO SEGRETO
① ARMADIO
② CAMINO
③ CANTINA
④ GIARDINO



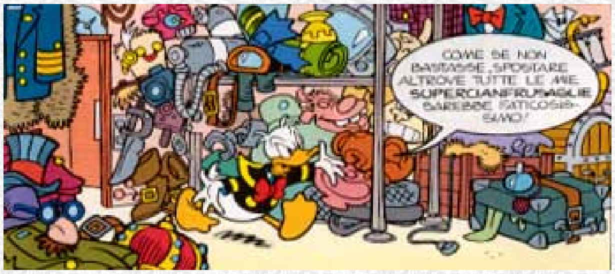
E QUI NEL SOTTOSUOLO SCOPRIRAI TUTTI I SEGRETI DI PAPERINIK!
NON POSSO PERMETTERLO!

Several times **Donald**'s hideout was almost discovered or destroyed. The first time happened in the story ***PAPERINIK E IL CASTELLO DELLE TRE TORRI*** (***DUCK AVENGER AND THE THREE TOWERS CASTLE***) where **Scrooge McDuck** decided to sell **donald**'s house to his other nephew **Gladstone Gander**.



...ED ECCOMI NEL MIO COVO SOTTERRANEO, PRONTO A DIVENTARE PAPERINIK!

Another really dangerous situation for the hideout is shown in the story ***PAPERINIK E LA BELLA ADDORMENTATA*** (***DUCK AVENGER AND THE SLEEPING BEAUTY***), where **John Rockerduck** receives from **Scrooge** (by a trade with the painting of "Sleeping Beauty") the property of **Donald**'s house, which he intended to destoy in order to build a pool.



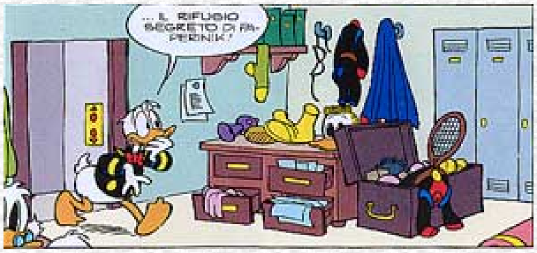
COME SE NON BASTASSE, SPOSTARE ALTROVE TUTTE LE MIE SUPERCIANFRUSAGLIE SAREBBE FATICOSISSIMO!

For a long time the hideout was not in dangerous until the story ***PAPERINIK E LA MINACCIA AL RIFUGIO*** (***DUCK AVENGER AND THE THREAT TO THE HIDEOUT***) where **Scrooge** wanted to create another money storage place just under **Donald**'s house, so **Donald** is obligated momentarely to transfer all his devices to Villa Rose's underground.

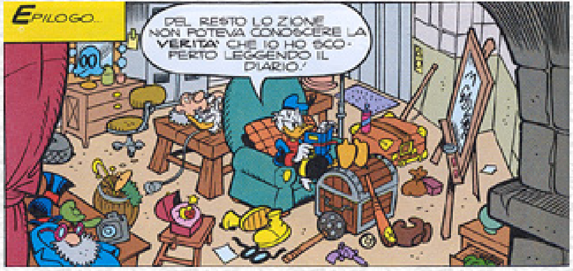
In this story, like in most of the same period ones, the **DUCK AVENGER**'s hideout from a simply but comfortable and efficient place is transformed by some artits in an uncomfortable and messy room stuffed with strange devices, masks and useless knick-knacks.

In the recent story ***PAPERINIK E L'INTRIGO SOTTERRANEO*** (***DUCK AVENGER AND THE UNDERGROUND INTRIGUE***), the building of Duckburg's Subway puts **DUCK AVENGER**'s hideout at risk once more.

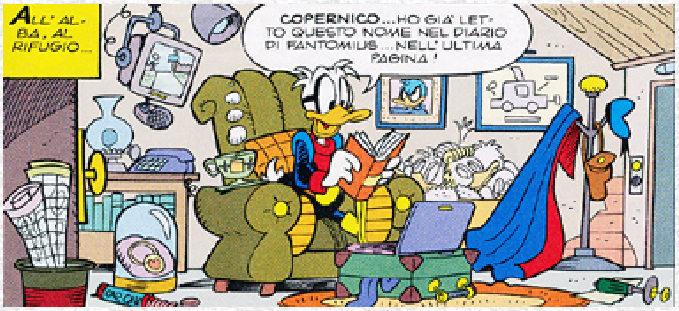
But in the end our hero manages to have the subway line moved, thus saving his secret hideout.



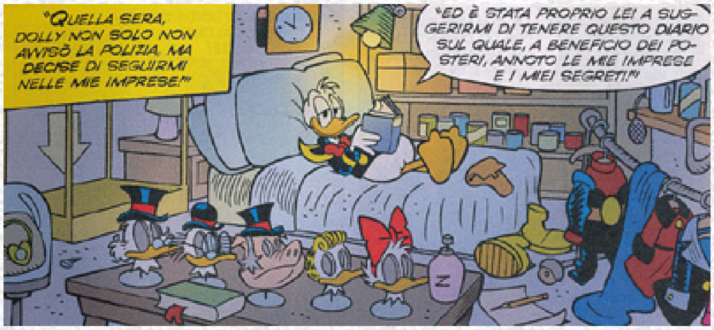
... IL RIFUGIO SEGRETO DI PAPERINIK!


EPILOGO...
DEL RESTO LO ZIONE NON POTEVA CONOSCERE LA VERITA' CHE IO HO SCOPERTO LEGGENDO IL DIARIO!

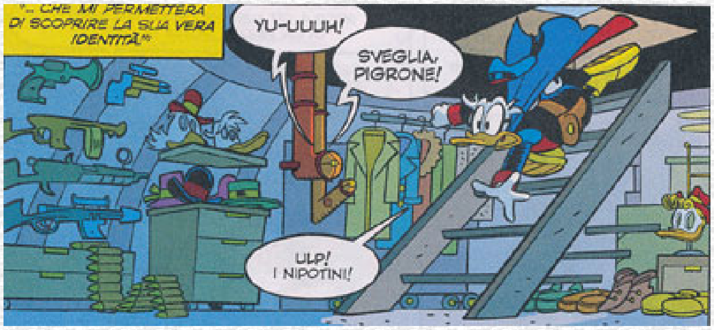
In the very interesting story of Gervasio ***PAPERINIK E IL TESORO DI DOLLY PAPRIKA*** (***DUCK AVENGER AND THE TRASURE OF DOLLY PAPRIKA***) there is this beautiful view of the secret hideout with **DUCK AVENGER** reading one of the **FANTOMALLARD** diary.


ALL'ALBA, AL RIFUGIO...
COPERNICO... HO GIA' LETTO QUESTO NOME NEL DIARIO DI FANTOMIUS... NELL'ULTIMA PAGINA!

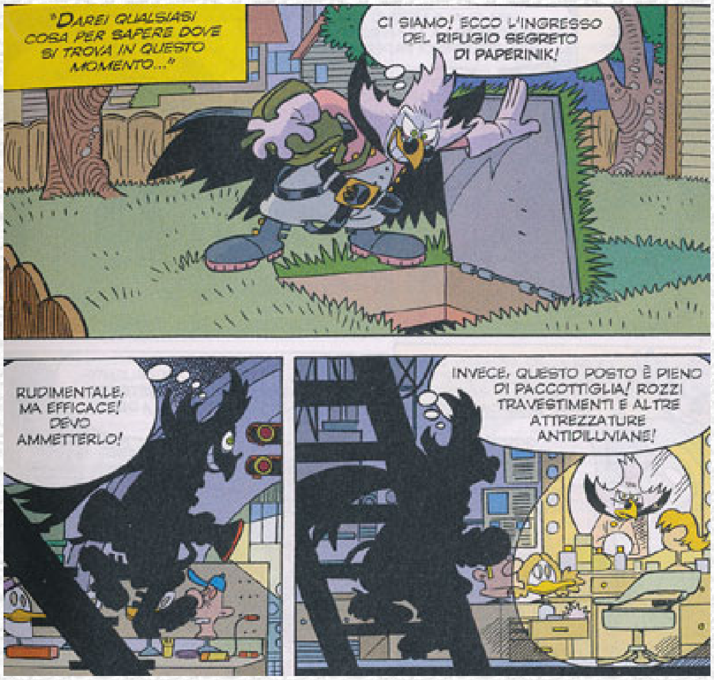
Another beautiful image of the **Phanto Duck**'s secret hideout is well depicted by Gervasio on his important story **PAPERINIK E IL SEGRETO DI FANTOMIUS** (***DUCK AVENGER AND THE SECRET OF FANTOMALLARD***).


"QUELLA SERA, DOLLY NON SOLO NON AVVISÒ LA POLIZIA, MA DECISE DI SEGUIRMI NELLE MIE IMPRESE!"
"ED È STATA PROPRIO LEI A SUGGERIRMI DI TENERE QUESTO DIARIO SUL QUALE, A BENEFICIO DEI POSTERI, ANNOTO LE MIE IMPRESE E I MIEI SEGRETI!"

Marco Gervasio is also the author of this interesting image of the **DUCK AVENGER**'s hideout. The image is coming from the story **PAPERINIK E IL PASSATO SENZA FUTURO** (***DUCK AVENGER AND THE PAST WITHOUT FUTURE***).

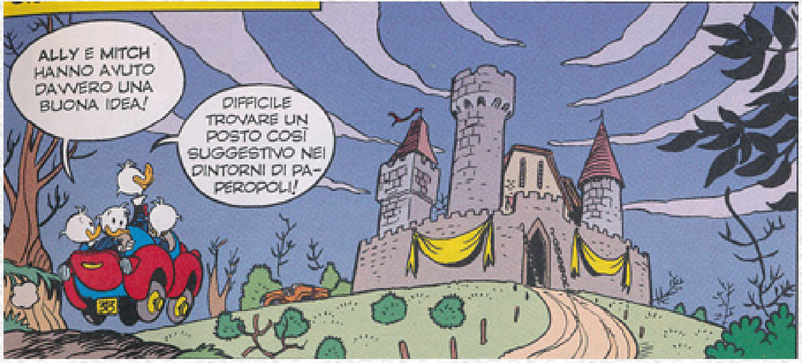

"...CHE MI PERMETTERÀ DI SCOPRIRE LA SUA VERA IDENTITÀ!"
YU-UUUH!
SVEGLIA, PIGRONE!
ULP! I NIPOTINI!

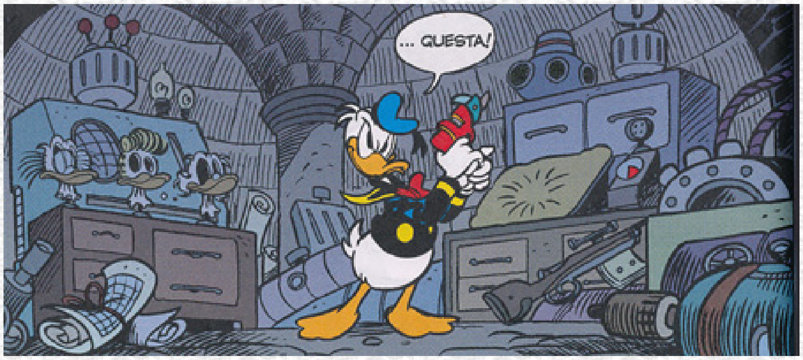
Some other representation of the **DUCK AVENGER**'s hideout are shown by Enna and Mastantuono in their interesting story **PAPERINIK E IL RITORNO DI MAD DUCKTOR** (***DUCK AVENGER AND THE RETURN OF THE MAD DUCKTOR***).


"DAREI QUALSIASI COSA PER SAPERE DOVE SI TROVA IN QUESTO MOMENTO..."
CI SIAMO! ECCO L'INGRESSO DEL RIFUGIO SEGRETO DI PAPERINIK!
RUDIMENTALE, MA EFFICACE! DEVO AMMETTERLO!
INVECE, QUESTO POSTO È PIENO DI PACCOTTIGLIA! ROZZI TRAVESTIMENTI E ALTRE ATTREZZATURE ANTIDILUVIANE!

In this adventure **DUCK AVENGER**'s hideout is found by the terrible **Mad Ducktor** negative ego separated from the personality of **Gyro Gearloose**. As usual at the end of the story this dangerous discover is forget taking a good quantity of Car Can.

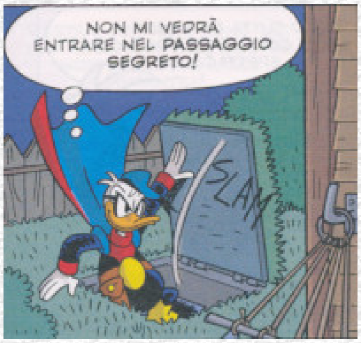
In the story of Panaro and Zanchi ***PAPERINIK E IL CASTELLO DEI SEGRETI*** (***DUCK AVENGER AND THE CASTLE OF THE SECRETS***) the restored Three Tower Castle is shown again. Inside this castle **DUCK AVENGER** buit his second secret hideout to be used in the emergency situations.

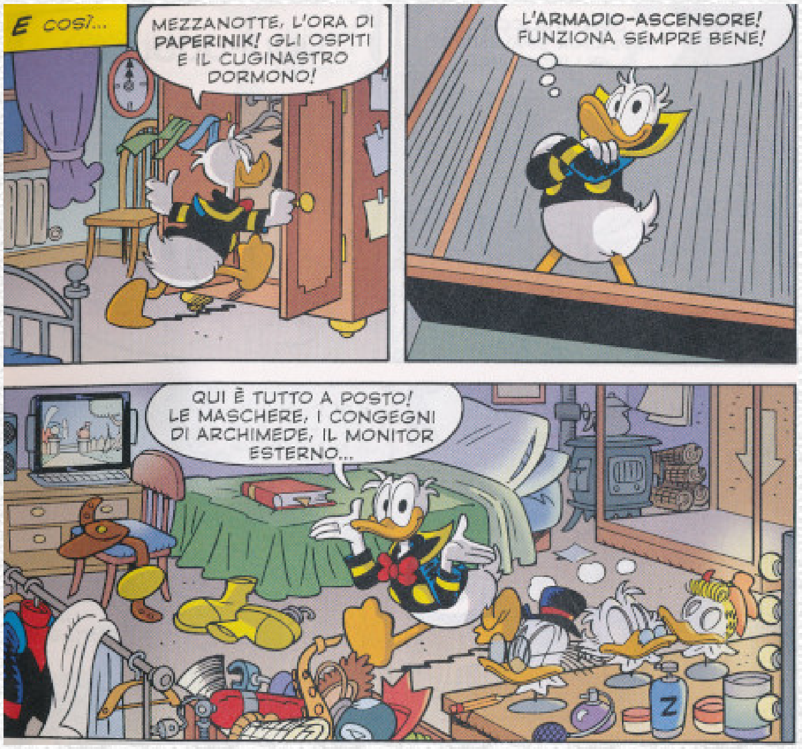

ALLY E MITCH HANNO AVUTO DAVVERO UNA BUONA IDEA!
DIFFICILE TROVARE UN POSTO COSÌ SUGGESTIVO NEI DINTORNI DI PAPEROPOLI!

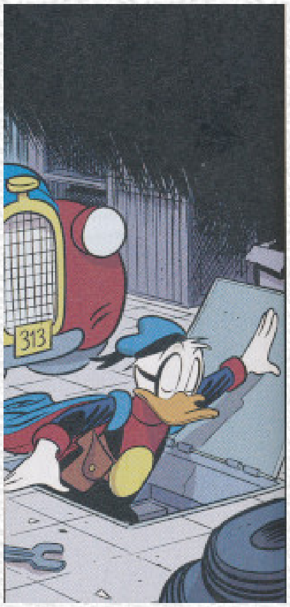


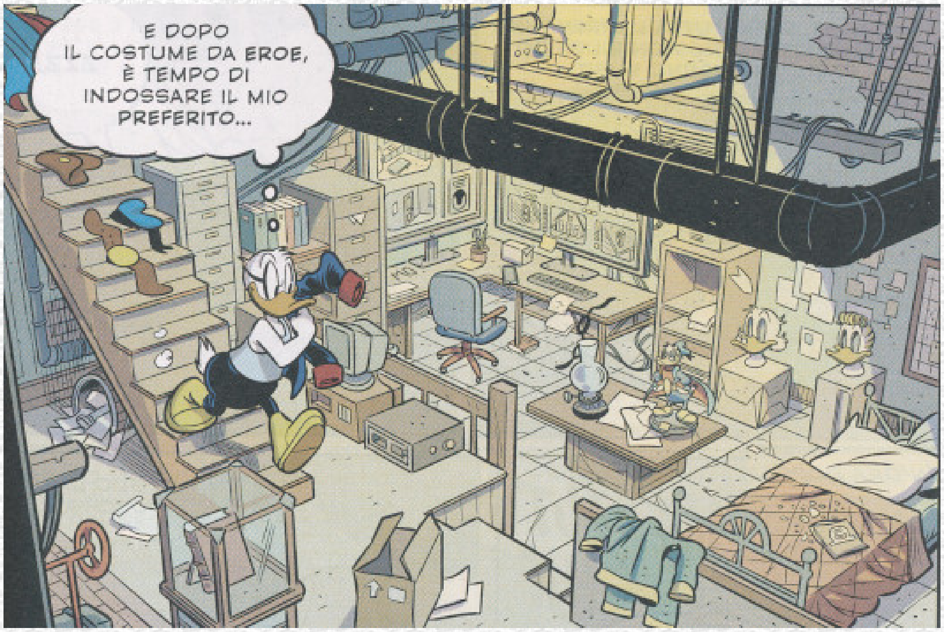
This hideout has been located behind a wall of the Castle main living room. The secret access to the hideout can be opened pulling a big halbard.

A beautifull representation of the old style hide out under the **Donald**'s with the elevator hidden in Donald's bedroom closet and the secret passage in the house front yard are shown by Gervasio in the story ***PAPERINIK E l'INGHIPPO DEL B&B*** (***DUCK AVENGER AND THE CATCH OF THE B&B***).


NON MI VEDRÀ ENTRARE NEL PASSAGGIO SEGRETO!
SLAM

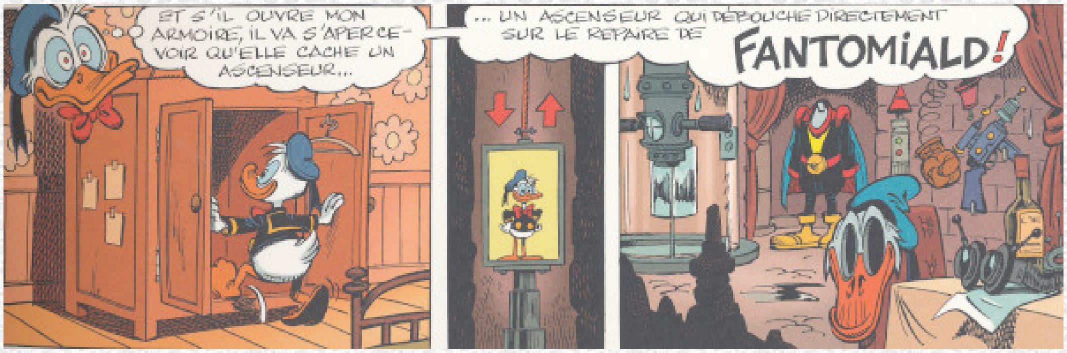

E COSÌ...
MEZZANOTTE, L'ORA DI PAPERINIK! GLI OSPITI E IL CUGINASTRO DORMONO!
L'ARMADIO-ASCENSORE! FUNZIONA SEMPRE BENE!
QUI È TUTTO A POSTO! LE MASCHERE, I CONGEGNI DI ARCHIMEDE, IL MONITOR ESTERNO...
Z



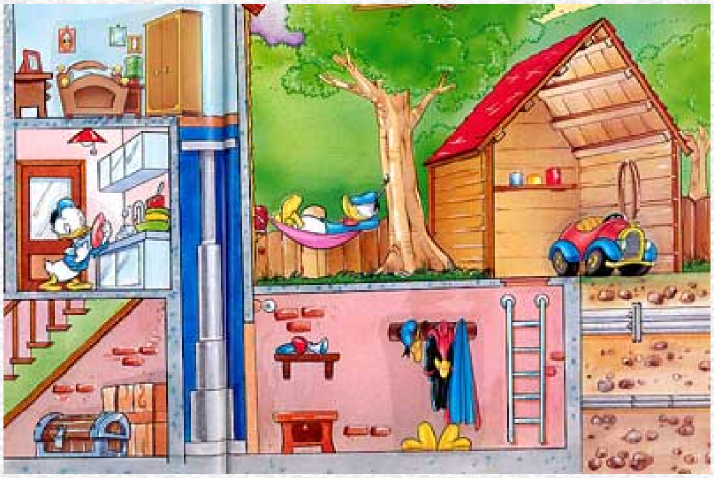

E DOPO IL COSTUME DA EROE, È TEMPO DI INDOSSARE IL MIO PREFERITO...

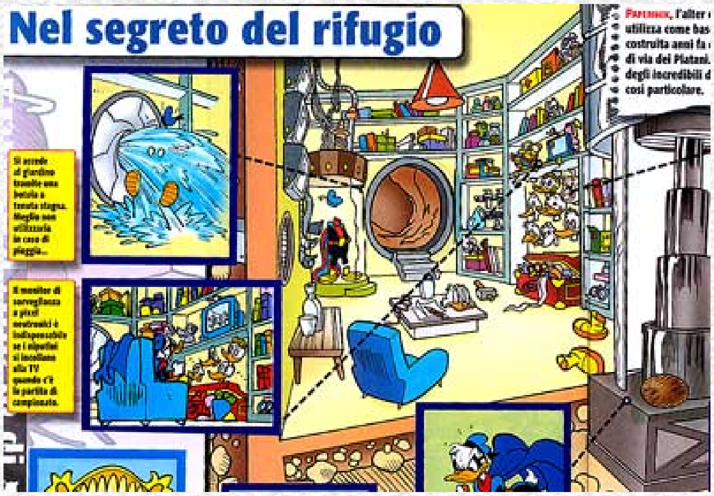
The shelter and the trap door that connects it to the garage are well represented by Baccinelli in Gervasio's story ***DUCK AVENGER AND THE HISTORICAL THEFT***.

The shelter under the **Donald**'s with the elevator hidden in Donald's bedroom closet are also shown in the french story published in 2024 ***UN TRAVAIL POUR FANTOMIALD*** (***A WORK FOR DUCK AVENGER***).


ET S'IL OUVRE MON ARMOIRE, IL VA S'APERCEVOIR QU'ELLE CACHE UN ASCENSEUR...
... UN ASCENSEUR QUI DÉBOUCHE DIRECTEMENT SUR LE REPAIRE DE FANTOMIALD!

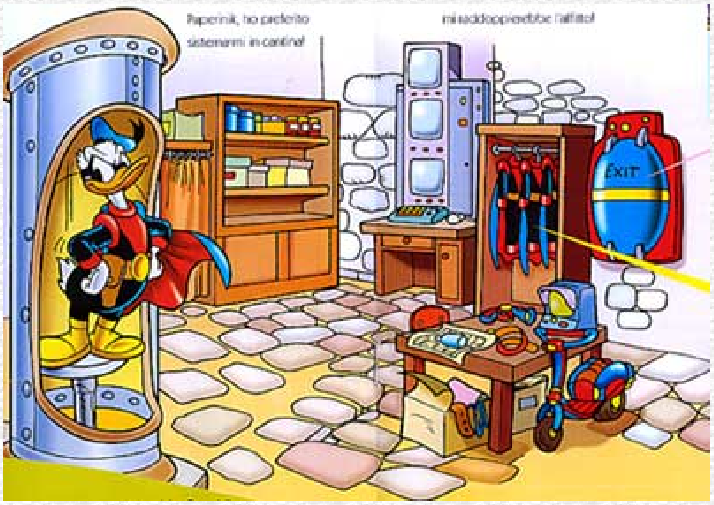
Another beautiful hideout drawing in compliance with the original design, is shown in the PANINI stickers album **"That's Donald"** (1997) in the page dedicated to the **Donald**'s house.

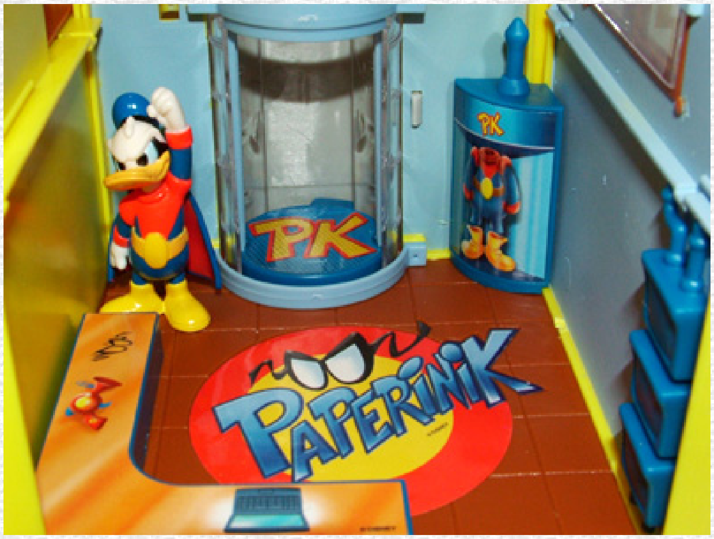



Nel segreto del rifugio
Si accede al giardino tramite una botola a tenuta stagna. Meglio non utilizzarla in caso di pioggia...
Il monitor di sorveglianza a pixel neutronici è indispensabile se i nipotini si incollano alla TV quando c'è la partita di campionato.
Paperinik, l'alter
utilizza come bas
costruita anni fa
di via dei Platani.
degli incredibili d
così particolare.

An interesting secret hideout view is shown again in another PANINI stickers album **MICKEY & DONALD L'album di TOPOLINO** (2003). Also in this case, even if well drawn the hideout is represented too futuristic according to what is shown in the first **DUCK AVENGER** stories.
In the same page there is also a sticker (covered with a special thermo-sensible paint) of Villa Rose but unfortunately not represented in a correct way respect to the original design.

In the issue n.9 of **Disney Parade** De Agostini's library (2003) dedicated to **DUCK AVENGER**, there are two pages concerning the secret hideout with some informations, curiosities and a beautiful view of the hideout which takes reference to the one realized by Blasco Pisapia.

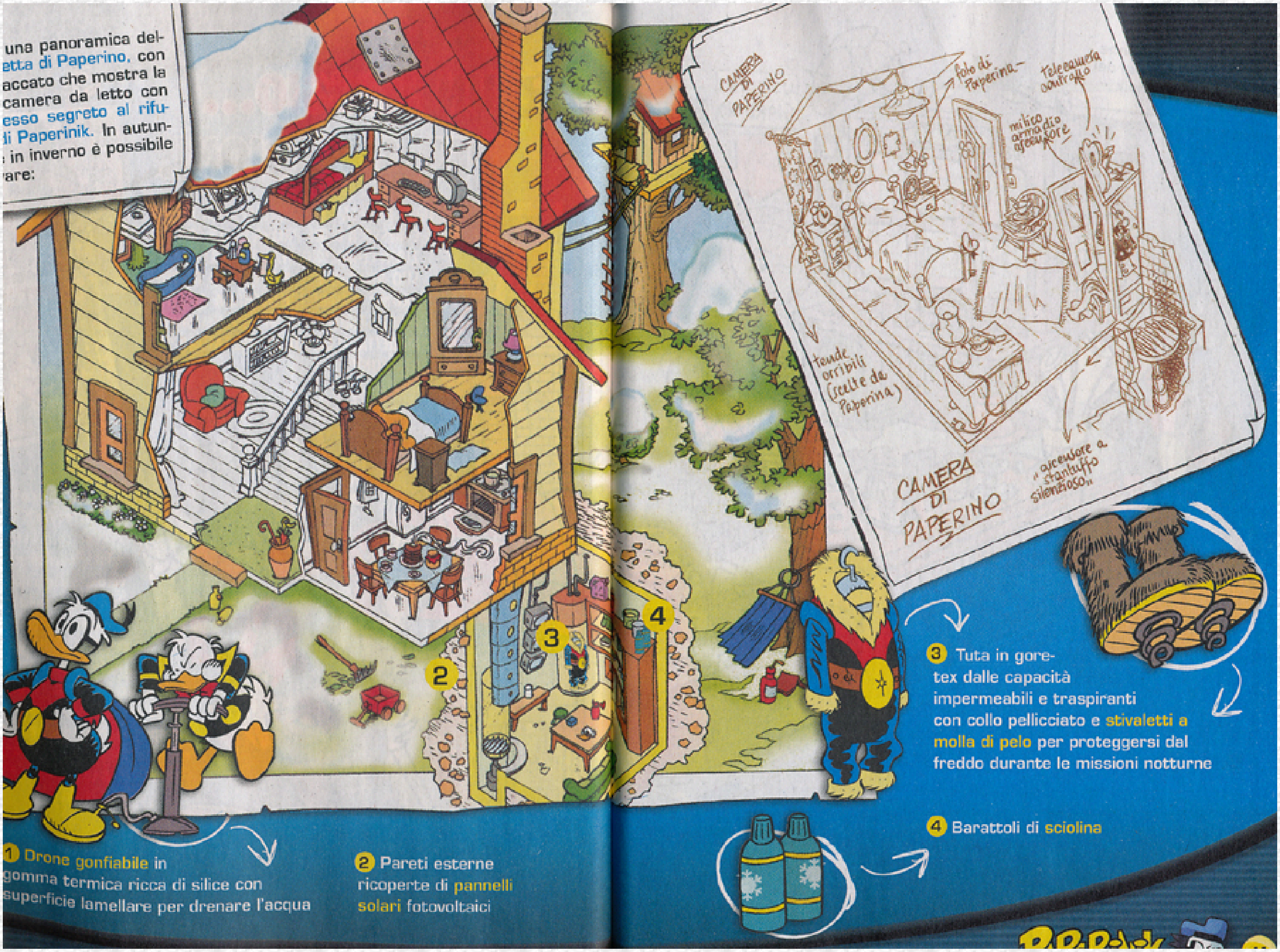

Paperinik, ho preferito sistemarmi in cantina!
mi raddoppierebbe l'affitto!
EXIT


PK
PK
PAPERINIK

A plastic model of the secret hideout and the relevant **DUCK AVENGER** figurine is part of **Donald**'s house kit given as a gift with the Italian comicbook **TOPOLINO** from number **2606** to **2610** (October-Dicember 2005).
This gadget is a rare piece for the Disney memorabilia collectors, even if it isn't excellent in quality. It is a pitty that for obvious manufacturing and handling problems the hideout has been placed at the ground level and not under the house.

In the number 3 of the Italian pocket comic **PAPERINIK APPGRADE** some interesting drawings of the **Donal Duck**'s house and relevant secret hideout are made by the awesome artist Marco Gervasio.
Also these representation are based on the drawing of the Architect-artist Blasco Pisapia.

una panoramica del-
etta di **Paperino**, con
accato che mostra la
camera da letto con
esso **segreto al rifu-**
di **Paperinik**. In autun-
in inverno è possibile
are:

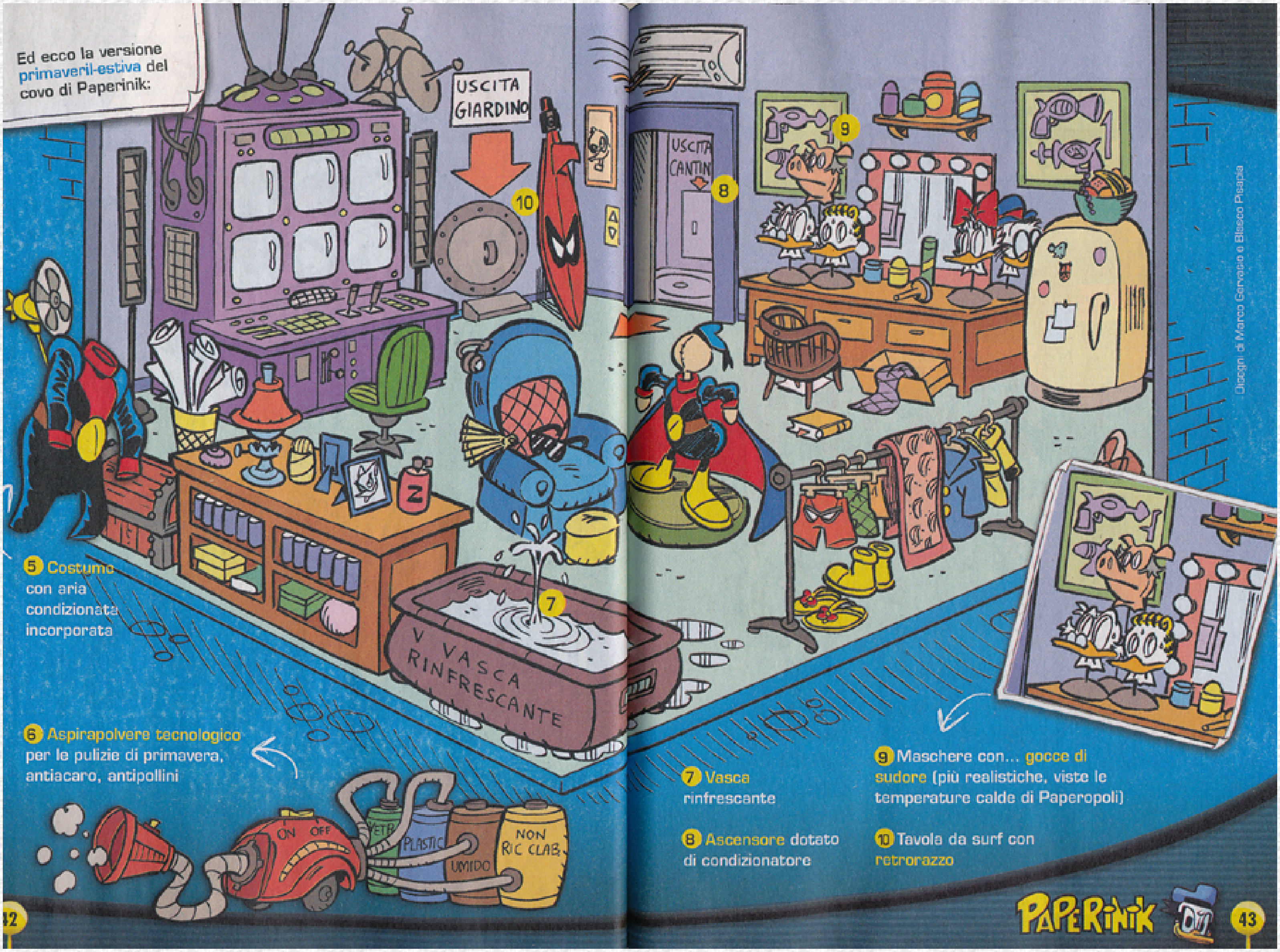

CAMERA DI PAPERINO
foto di Paperina
Telecamera a controllo
mitico armadio ascensore
tende orribili (scelte da Paperina)
"ascensore a stantuffo silenzioso"
CAMERA DI PAPERINO
2
3
4

① **Drone gonfiabile** in gomma termica ricca di silice con superficie lamellare per drenare l'acqua

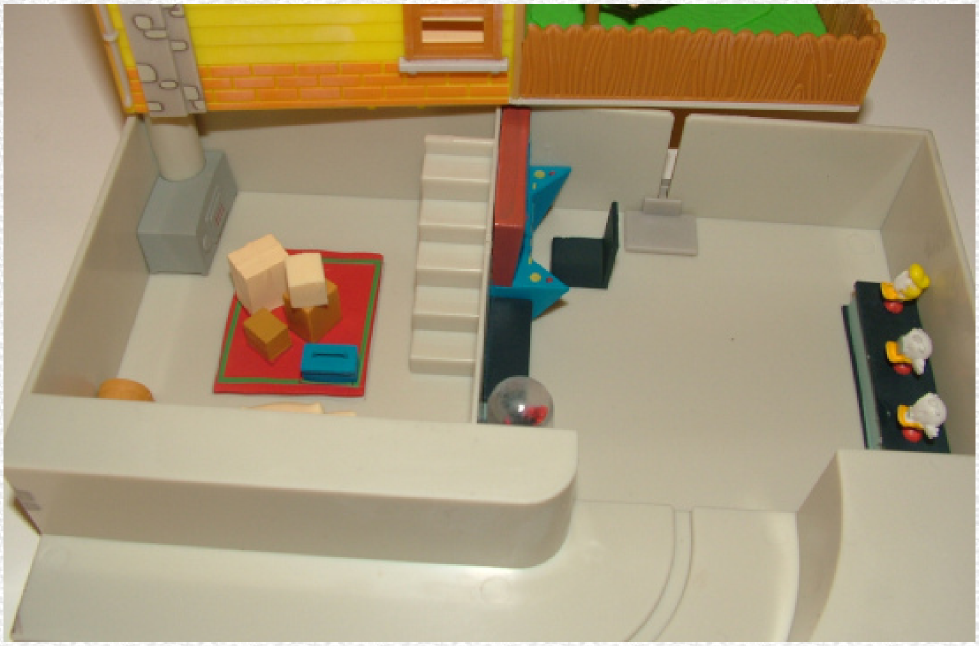
② Pareti esterne ricoperte di **pannelli solari** fotovoltaici

③ Tuta in gore-tex dalle capacità impermeabili e traspiranti con collo pellicciato e **stivaletti a molla di pelo** per proteggersi dal freddo durante le missioni notturne

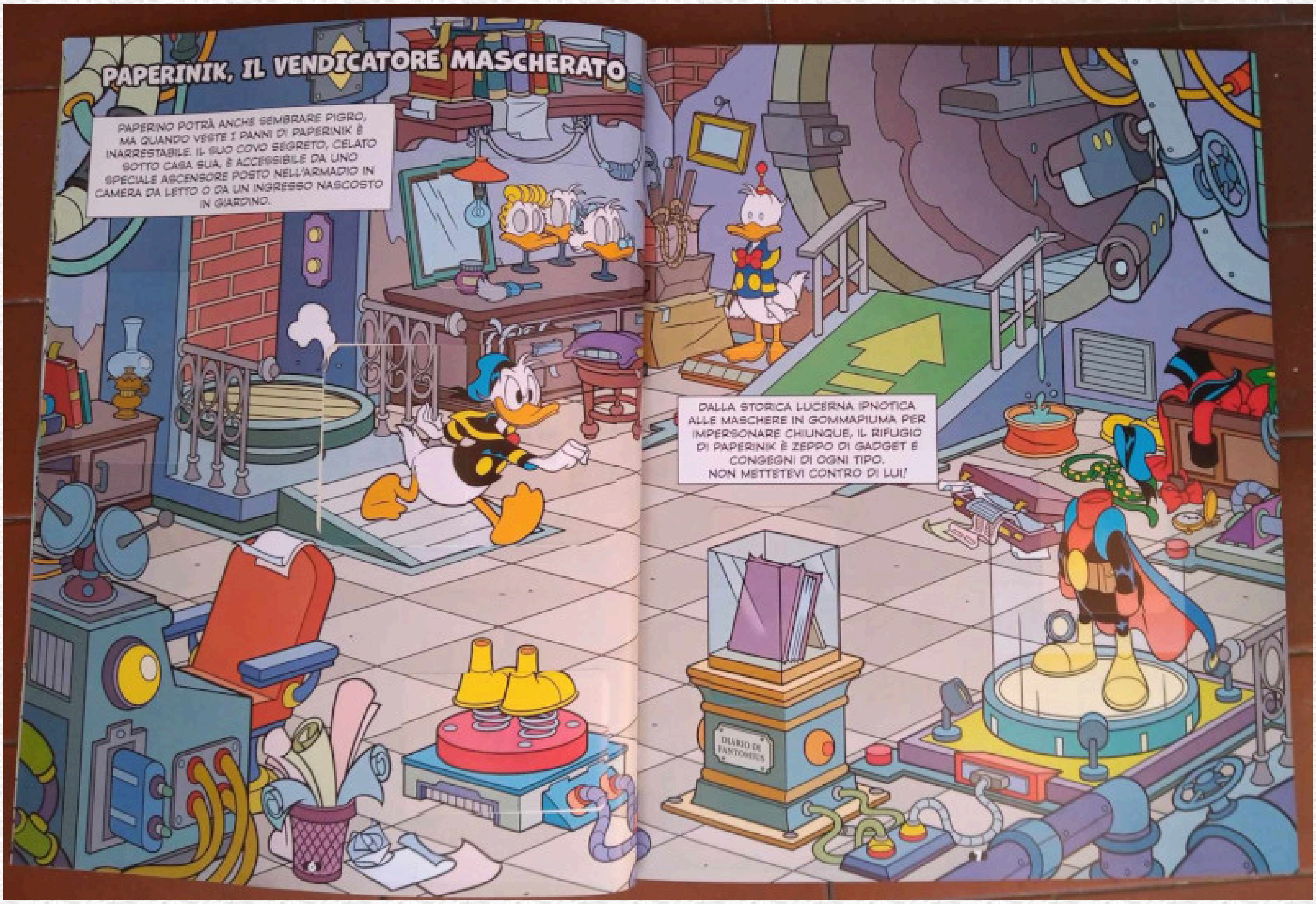
④ Barattoli di **sciolina**


Ed ecco la versione primaveril-estiva del covo di Paperinik:
USCITA GIARDINO
USCITA CANTIN
10
8
9
7
V VASCA RINFRESCANTE
5 Costume con aria condizionata incorporata
6 Aspirapolvere tecnologico per le pulizie di primavera, antiacaro, antipollini
ON OFF
VETRO
PLASTIC
UMIDO
NON RIC CLAB
7 Vasca rinfrescante
8 Ascensore dotato di condizionatore
9 Maschere con... gocce di sudore (più realistiche, viste le temperature calde di Paperopoli)
10 Tavola da surf con retrorazzo
Disegni di Marco Gervasio e Blasco Pisapia
PAPERINIK
42
43

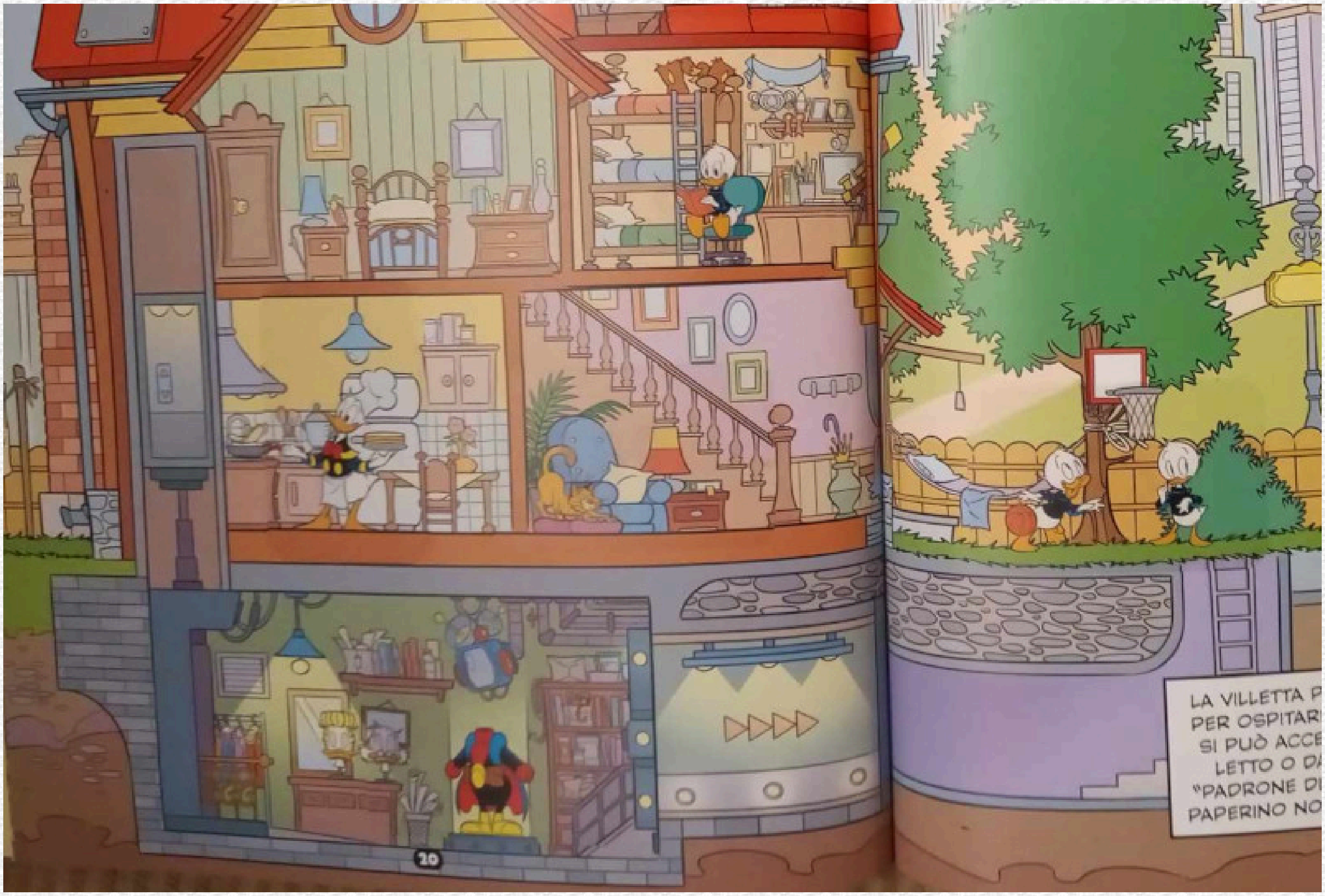
In the issue from 3460 to 3463 of the italian comic book **TOPOLINO** are included the elements to built a plastic model of the **Donal Duck**' s house also including the secret hide out of **Duck Avenger**.
The model even if well designed (the famous closet elevator is also included) unfortunatelly is too much "toy style" and thus it also incudes some absurd elements like a sort of underground exit, similar to the ones of the pubblic building parking, for the **Duck Avenger**'s car.

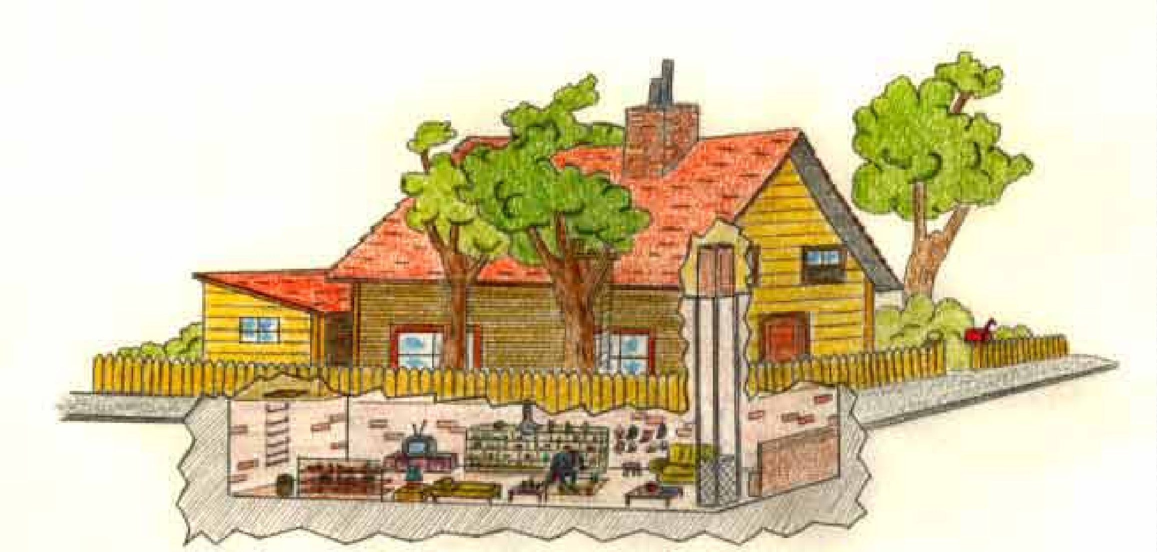


In the italian sticker cards album Panini TOPOLINO STORIE E PERSONAGGI DI UN MONDO FANTASTICO two pages are related to the **Duck Avenger**'s secret hideout. Also in this case, even if well drawn the hideout is represented too futuristic according to what is shown in the first **DUCK AVENGER** stories


PAPERINIK, IL VENDICATORE MASCHERATO
PAPERINO POTRÀ ANCHE SEMBRARE PIGRO, MA QUANDO VESTE I PANNI DI PAPERINIK È INARRESTABILE. IL SUO COVO SEGRETO, CELATO SOTTO CASA SUA, È ACCESSIBILE DA UNO SPECIALE ASCENSORE POSTO NELL'ARMADIO IN CAMERA DA LETTO O DA UN INGRESSO NASCOSTO IN GIARDINO.
DALLA STORICA LUCERNA IPNOTICA ALLE MASCHERE IN GOMMAPIUMA PER IMPERSONARE CHIUNQUE, IL RIFUGIO DI PAPERINIK È ZEPPO DI GADGET E CONGEGNI DI OGNI TIPO. NON METTETEVI CONTRO DI LUI!
DIARIO DI FANTOMIUS
6

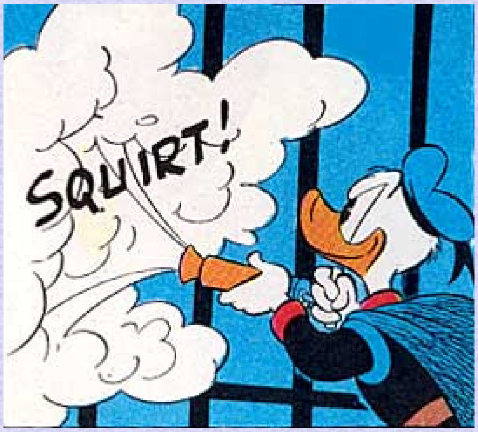
Duck Avenger's secret hideout is also show in the Italian sticker cards album Panini DONAL DUCK 90 issue in 2024.


LA VILLETTA P
PER OSPITAR
SI PUÒ ACCE
LETTO O DA
"PADRONE DI
PAPERINO NO
20

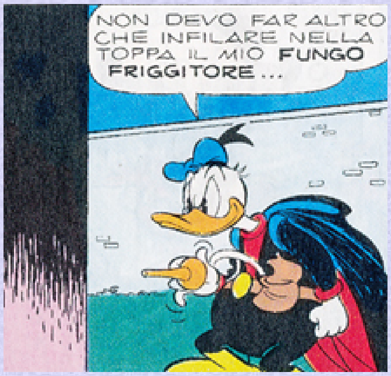


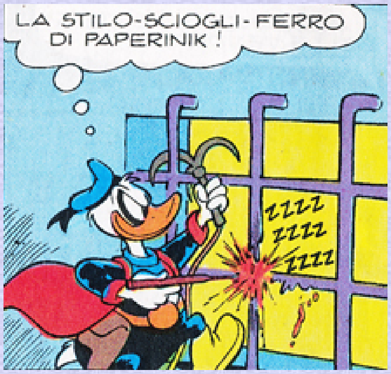
Schema rifugio sotterraneo di Paperinik

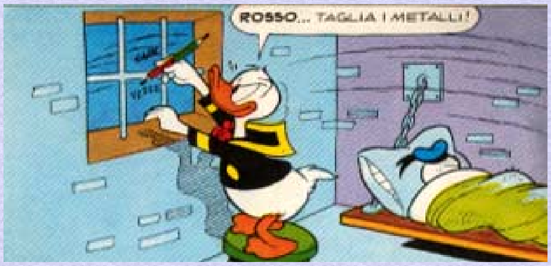
THE SPECIAL DEVICES



Since his first adventures **DUCK AVENGER** in **FANTOMALLARD**-style, makes his missions utilizing some special devices. Some of these are personal equipment, some other are devices installed by **Gyro** into **Donald**'s famous car.

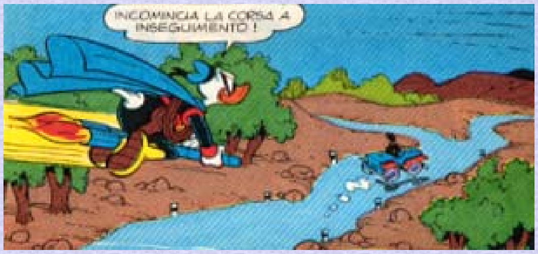

NON DEVO FAR ALTRO CHE INFILARE NELLA TOPPA IL MIO FUNGO FRIGGITORE ...

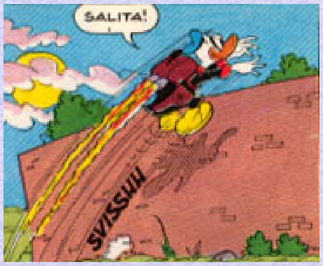

LA STILO-SCIOGLI-FERRO DI PAPERINIK !
ZZZZ
ZZZZ
ZZZZ


ROSSO... TAGLIA I METALLI!

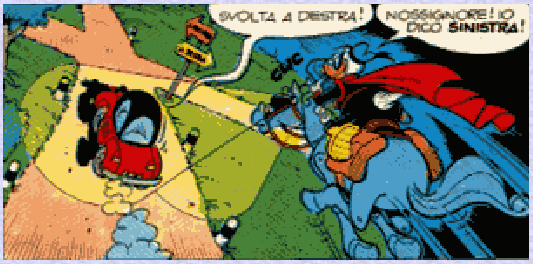
All the devices shown in the first story have been found by **Donald** in Villa Rose thus are those which belonged to **FANTOMALLARD** including those installed in the car by **Gyro** following the instructions of the **FANTOMALLARD**' mobile tank.

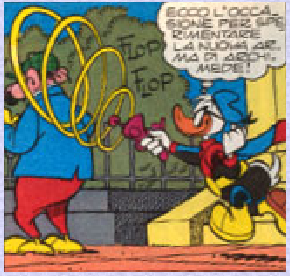
In the subseguent stories all the special devices are designed and created by **Gyro Gearloose**.

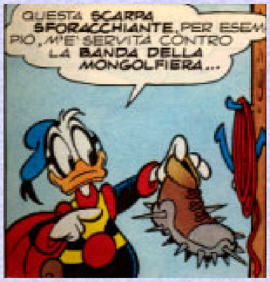

INCOMINCIA LA CORSA A INSEGUIMENTO !

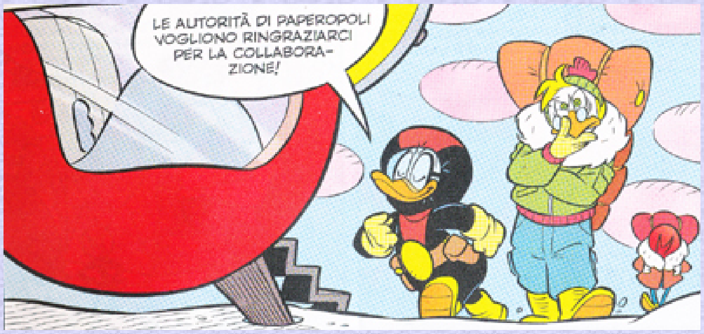

SALITA!
SVISSUII

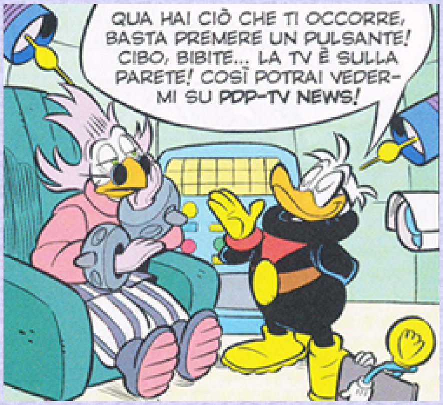
During the years the masked duck got new and more modern devices but unfortunately in some case much more ridiculous, exagerated, not very original and really useless as well.


SVOLTA A DESTRA!
NOSSIGNORE! IO DICO SINISTRA!
CLIC


ECCO L'OCCASIONE PER SPERIMENTARE LA NUOVA ARMA DI ARCHIMEDE!
FLOP
FLOP

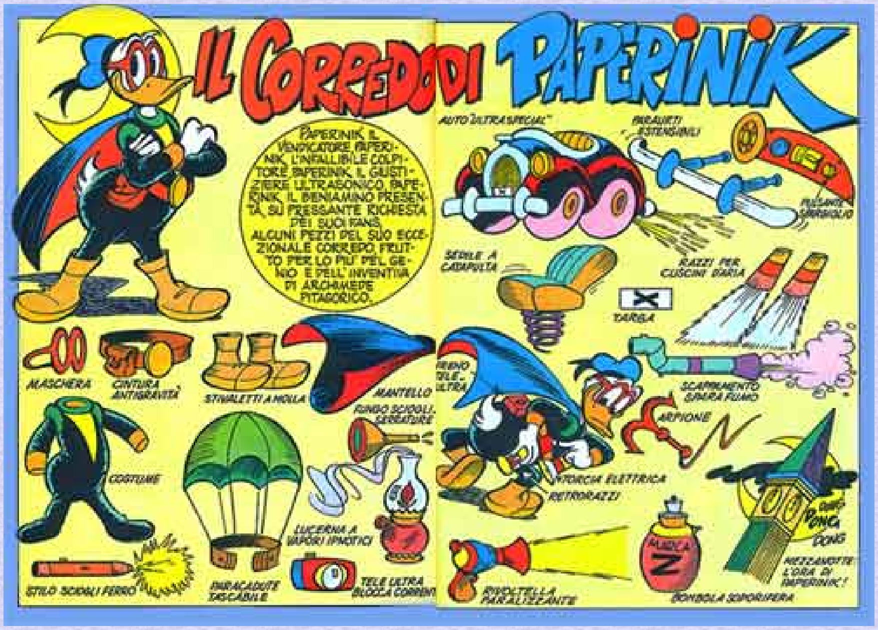

QUESTA SCARPA SFORACCHIANTE, PER ESEMPIO, M'E' SERVITA CONTRO LA BANDA DELLA MONGOLFIERA...


LE AUTORITÀ DI PAPEROPOLI VOGLIONO RINGRAZIARCI PER LA COLLABORAZIONE!

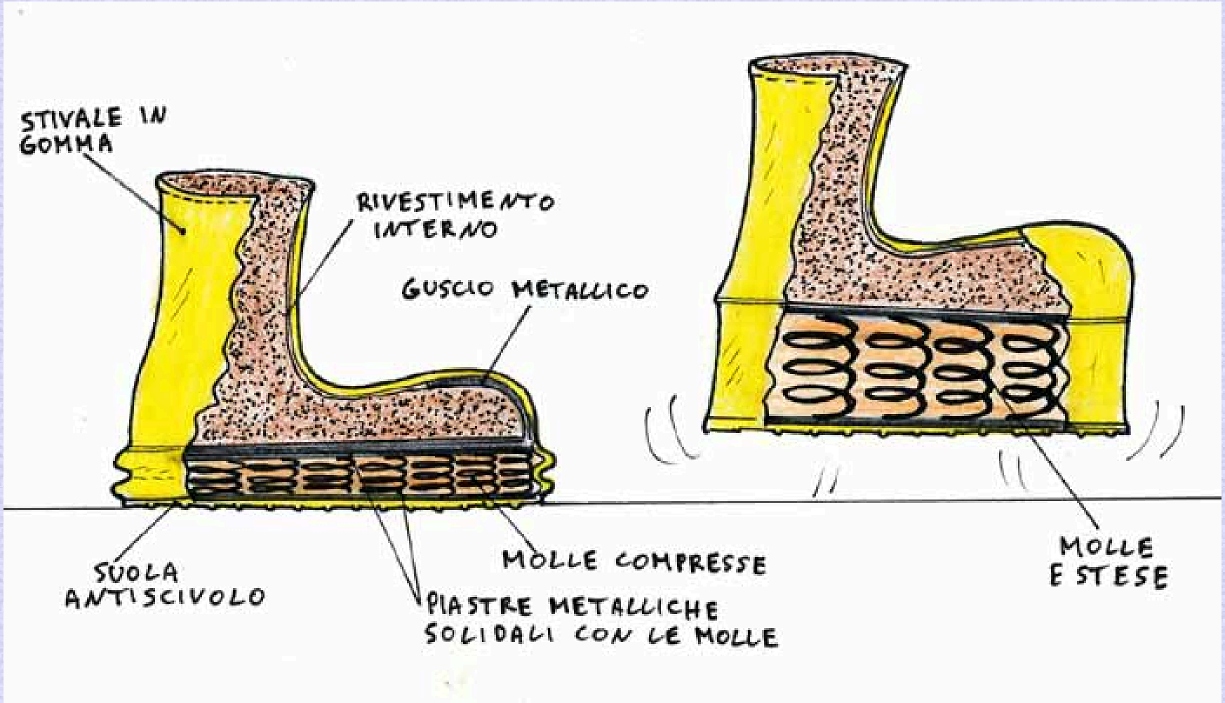

QUA HAI CIÒ CHE TI OCCORRE, BASTA PREMERE UN PULSANTE! CIBO, BIBITE... LA TV È SULLA PARETE! COSÌ POTRAI VEDERMI SU PDP-TV NEWS!

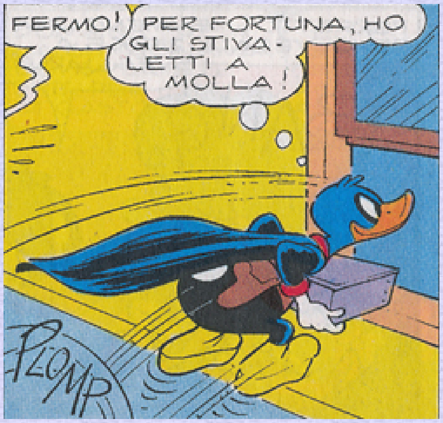
In the story of Enna and Perissinotto ***PAPERINIK E IL PROTOCOLLO MAD DUCKTOR***, (**DUCK AVENGER AND THE MAD DUCKTOR PROTOCOL**), **Duck Avenger** is wering a special anti exposure suit for the extreme cold environment.

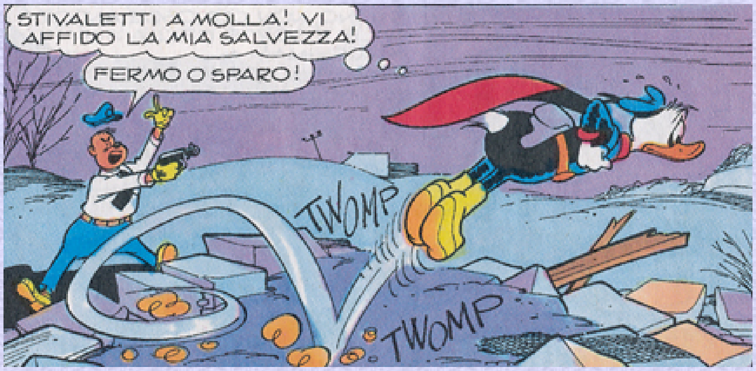
A very interesting and well realized map of some of the first of the **DUCK AVENGER**'s devices is shown in a couple of colorful pages on **Almanacco Topolino n°280** in 1980, for a special dedicated to the **DUCK AVENGER**'s equipment.

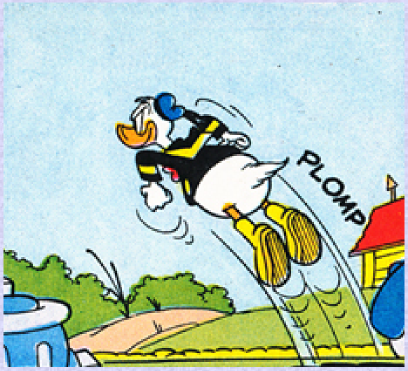

IL CORREDO DI PAPERINIK
PAPERINIK IL VENDICATORE, PAPERINIK L'INFALLIBILE COLPITORE, PAPERINIK IL GIUSTIZIERE ULTRASONICO, PAPERINIK IL BENIAMINO PRESENTA, SU PRESSANTE RICHIESTA DEI SUOI FANS, ALCUNI PEZZI DEL SUO ECCEZIONALE CORREDO, FRUTTO PER LO PIU' DEL GENIO E DELL'INVENTIVA DI ARCHIMEDE PITAGORICO.
AUTO "ULTRASPECIAL"
PARAURTI ESTENSIBILI
PULSANTE SPARAOLIO
SEDILE A CATAPULTA
RAZZI PER CUSCINI D'ARIA
TARGA
MASCHERA
CINTURA ANTIGRAVITÀ
STIVALETTI A MOLLA
MANTELLO
FUNGO SCIOGLI-SERRATURE
FRENO TELE-ULTRA
SCAPPAMENTO SPARA FUMO
ARPIONE
COSTUME
TORCIA ELETTRICA
RETRORAZZI
LUCERNA A VAPORI IPNOTICI
STILO SCIOGLI FERRO
PARACADUTE TASCABILE
TELE ULTRA BLOCCA CORRENTI
PISTOLETTA PARALIZZANTE
BOMBOLA SOPORIFERA
DONG
DONG
DONG
MEZZANOTTE L'ORA DI PAPERINIK!

schematic view of the famous **DUCK AVENGER**'s which allow jumps up to 10 m. These boots are made of a special rubber with an internal cover of soft leather. the sole is slippery safe and they have a safety metal shell in the front area. The internal part is composed by two metallic plates on which several springs are secured. During the jump the large lower part allow the spings to extend in order to increase the jump range.


STIVALE IN GOMMA
RIVESTIMENTO INTERNO
GUSCIO METALLICO
SUOLA ANTISCIVOLO
MOLLE COMPRESSE
PIASTRE METALLICHE SOLIDALI CON LE MOLLE
MOLLE ESTESE


FERMO!
PER FORTUNA, HO GLI STIVALETTI A MOLLA!
PLOMP

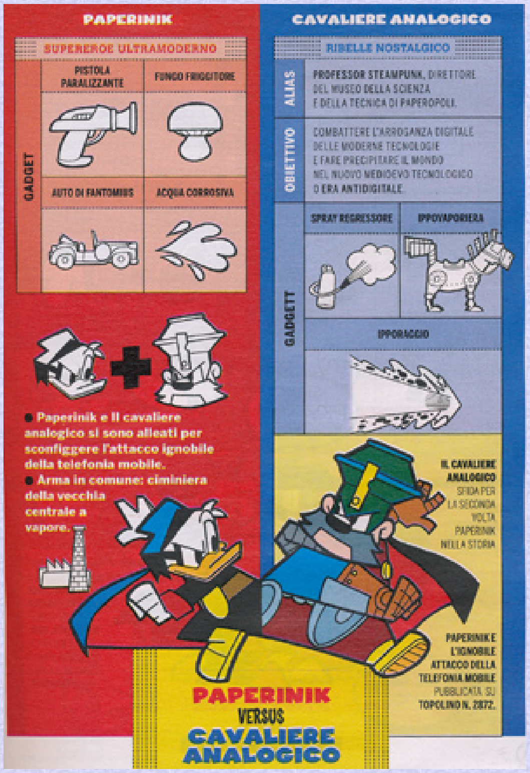

STIVALETTI A MOLLA! VI AFFIDO LA MIA SALVEZZA!
FERMO O SPARO!
TWOMP
TWOMP



SPEZIAL
SAMMELBLATT 44
August 2006
PHANTOMIME

Even if not directelly related to **DUCK AVENGER**, worthy to be mentioned is this page dedicate to the special devices used by **Phantom Daisy** (**Phantomime**) published on the German comic **MICKY MAUS** n° 33 August 2006.

On the Italian **TOPOLINO n° 2904** July 2011 some beautifull pages are dedicated to the **DUCK AVENGER**'s special devices compared with the ones used by some of his more dangerous enemies



PAPERINIK

SUPEREROE ULTRAMODERNO

GADGET

PISTOLA PARALIZZANTE

FUNGO FRIGGITORE

AUTO DI FANTOMIUS

ACQUA CORROSIVA

- Paperinik e il cavaliere analogico si sono alleati per sconfiggere l'attacco ignobile della telefonia mobile.
- Arma in comune: ciminiera della vecchia centrale a vapore.

CAVALIERE ANALOGICO

RIBELLE NOSTALGICO

ALIAS: **PROFESSOR STEAMPUNK**, DIRETTORE DEL MUSEO DELLA SCIENZA E DELLA TECNICA DI PAPEROPOLI.

OBIETTIVO: COMBATTERE L'ARROGANZA DIGITALE DELLE MODERNE TECNOLOGIE E FARE PRECIPITARE IL MONDO NEL NUOVO MEDIOEVO TECNOLOGICO O ERA ANTIDIGITALE.

GADGETT

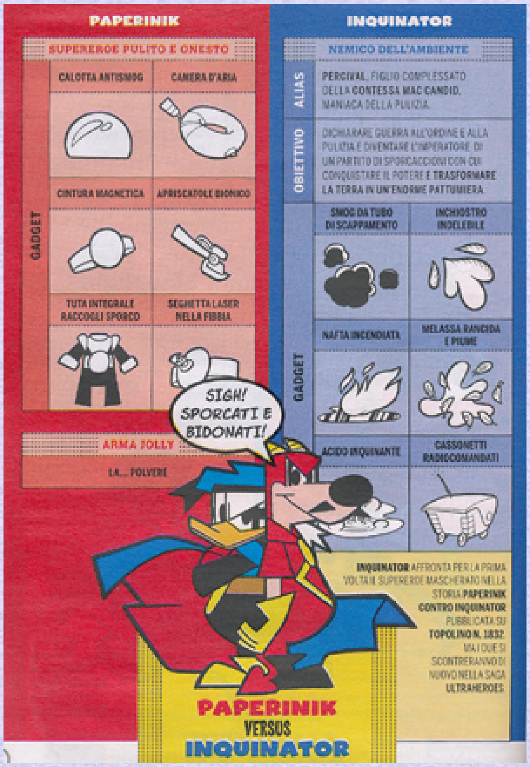
SPRAY REGRESSORE

IPPOVAPORIERA

IPPORAGGIO

IL CAVALIERE ANALOGICO SFIDA PER LA SECONDA VOLTA PAPERINIK NELLA STORIA **PAPERINIK E L'IGNOBILE ATTACCO DELLA TELEFONIA MOBILE** PUBBLICATA SU **TOPOLINO N. 2872.**

PAPERINIK VERSUS CAVALIERE ANALOGICO



PAPERINIK

SUPEREROE PULITO E ONESTO

GADGET

CALOTTA ANTISMOG

CAMERA D'ARIA

CINTURA MAGNETICA

APRISCATOLE BIONICO

TUTA INTEGRALE RACCOGLI SPORCO

SEGHETTA LASER NELLA FIBBIA

ARMA JOLLY: LA... POLVERE

SIGH! SPORCATI E BIDONATI!

INQUINATOR

NEMICO DELL'AMBIENTE

ALIAS: **PERCIVAL**, FIGLIO COMPLESSATO DELLA **CONTESSA MAC CANDID**, MANIACA DELLA PULIZIA.

OBIETTIVO: DICHIARARE GUERRA ALL'ORDINE E ALLA PULIZIA E DIVENTARE L'IMPERATORE DI UN PARTITO DI SPORCACCIONI CON CUI CONQUISTARE IL POTERE **E TRASFORMARE LA TERRA IN UN'ENORME PATTUMIERA.**

GADGET

SMOG DA TUBO DI SCAPPAMENTO

INCHIOSTRO INDELEBILE

NAFTA INCENDIATA

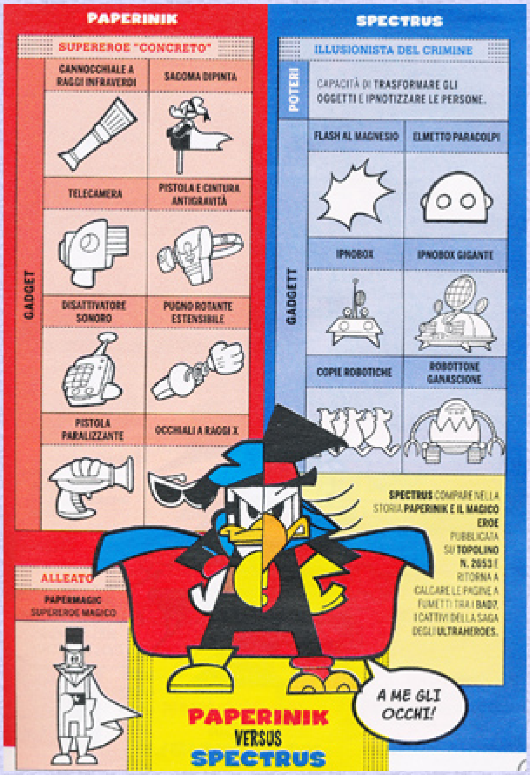
MELASSA RANCIDA E PIUME

ACIDO INQUINANTE

CASSONETTI RADIOCOMANDATI

INQUINATOR AFFRONTA PER LA PRIMA VOLTA IL SUPEREROE MASCHERATO NELLA STORIA **PAPERINIK CONTRO INQUINATOR** PUBBLICATA SU **TOPOLINO N. 1832.** MA I DUE SI SCONTRERANNO DI NUOVO NELLA SAGA **ULTRAHEROES.**

PAPERINIK VERSUS INQUINATOR



PAPERINIK

SUPEREROE "CONCRETO"

GADGET

CANNOCCHIALE A RAGGI INFRAVERDI

SAGOMA DIPINTA

TELECAMERA

PISTOLA E CINTURA ANTIGRAVITÀ

DISATTIVATORE SONORO

PUGNO ROTANTE ESTENSIBILE

PISTOLA PARALIZZANTE

OCCHIALI A RAGGI X

ALLEATO: PAPERMAGIC SUPEREROE MAGICO

SPECTRUS

ILLUSIONISTA DEL CRIMINE

POTERI: CAPACITÀ DI **TRASFORMARE GLI OGGETTI E IPNOTIZZARE LE PERSONE.**

GADGETT

FLASH AL MAGNESIO

ELMETTO PARACOLPI

IPNOBOX

IPNOBOX GIGANTE

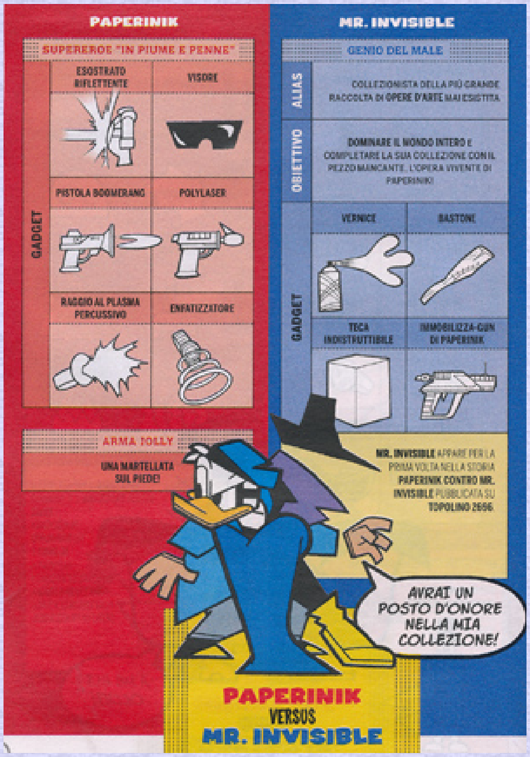
COPIE ROBOTICHE

ROBOTTONE GANASCIONE

SPECTRUS COMPARE NELLA STORIA **PAPERINIK E IL MAGICO EROE** PUBBLICATA SU **TOPOLINO N. 2053** E RITORNA A CALCARE LE PAGINE A FUMETTI TRA I **BAD7**, I CATTIVI DELLA SAGA DEGLI **ULTRAHEROES.**

A ME GLI OCCHI!

PAPERINIK VERSUS SPECTRUS



PAPERINIK

SUPEREROE "IN PIUME E PENNE"

GADGET

ESOSTRATO RIFLETTENTE

VISORE

PISTOLA BOOMERANG

POLYLASER

RAGGIO AL PLASMA PERCUSSIVO

ENFATIZZATORE

ARMA JOLLY: UNA MARTELLATA SUL PIEDE!

MR. INVISIBLE

GENIO DEL MALE

ALIAS: COLLEZIONISTA DELLA PIÙ GRANDE RACCOLTA DI **OPERE D'ARTE** MAI ESISTITA.

OBIETTIVO: **DOMINARE IL MONDO INTERO** E **COMPLETARE LA SUA COLLEZIONE CON IL PEZZO MANCANTE, L'OPERA VIVENTE DI PAPERINIK!**

GADGET

VERNICE

BASTONE

TECA INDISTRUTTIBILE

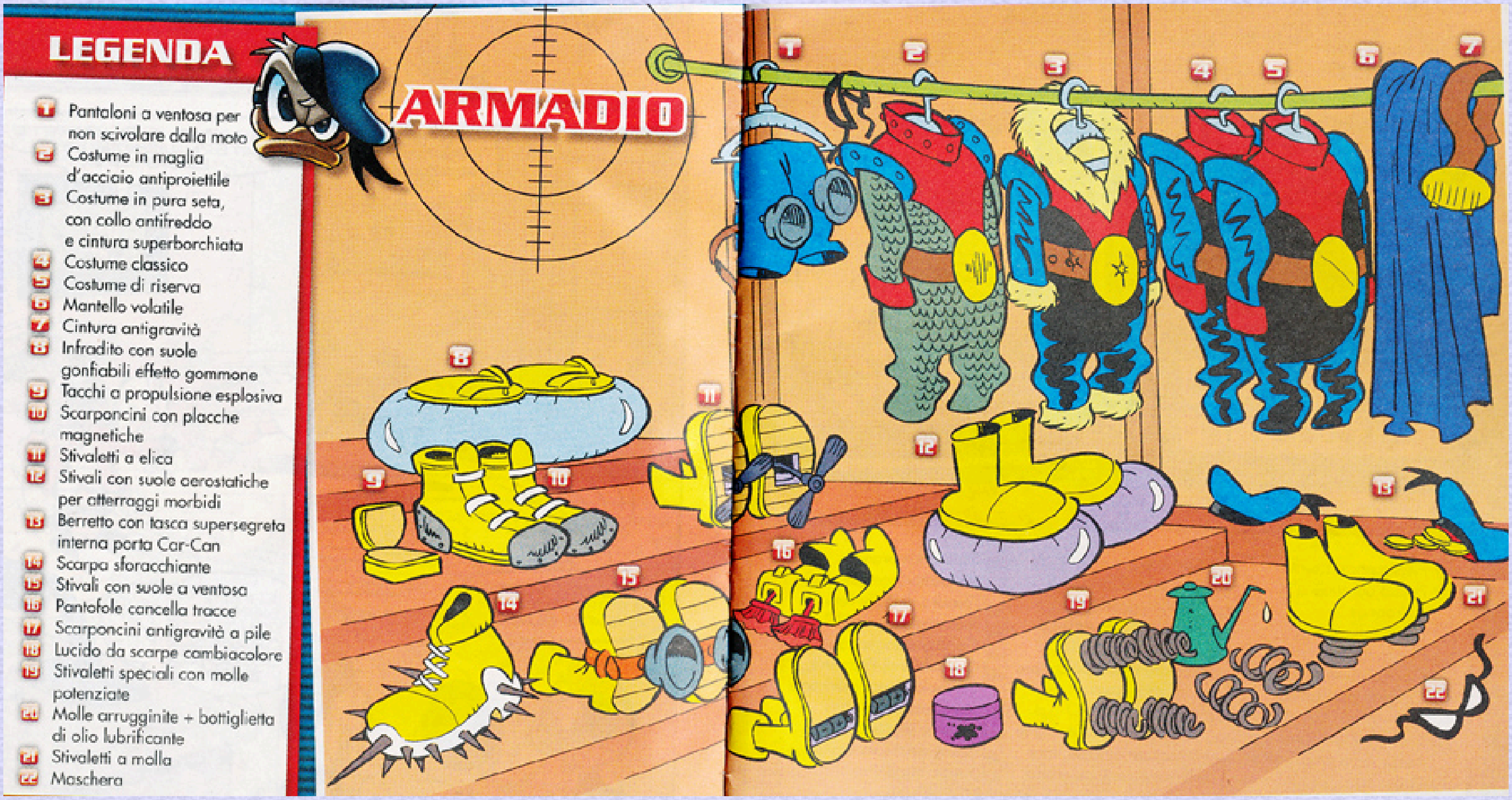
IMMOBILIZZA-GUN DI PAPERINIK

MR. INVISIBLE APPARE PER LA PRIMA VOLTA NELLA STORIA **PAPERINIK CONTRO MR. INVISIBLE** PUBBLICATA SU **TOPOLINO 2696.**

AVRAI UN POSTO D'ONORE NELLA MIA COLLEZIONE!

PAPERINIK VERSUS MR. INVISIBLE

In the Disney special issue comic **PAPERINIK UN EROE E MILLE GADGET** (**DUCK AVENGER AN HERO AND HUNDREDS GADGETS**) some beautiful plates created by Marco Gervasio are shown on which several special devices used by **DUCK AVENGER** are reproduced. In this first plate some costumes and some unusual special boots are well represented located inside a forniture in the **DUCK AVENGER** secret hideout.

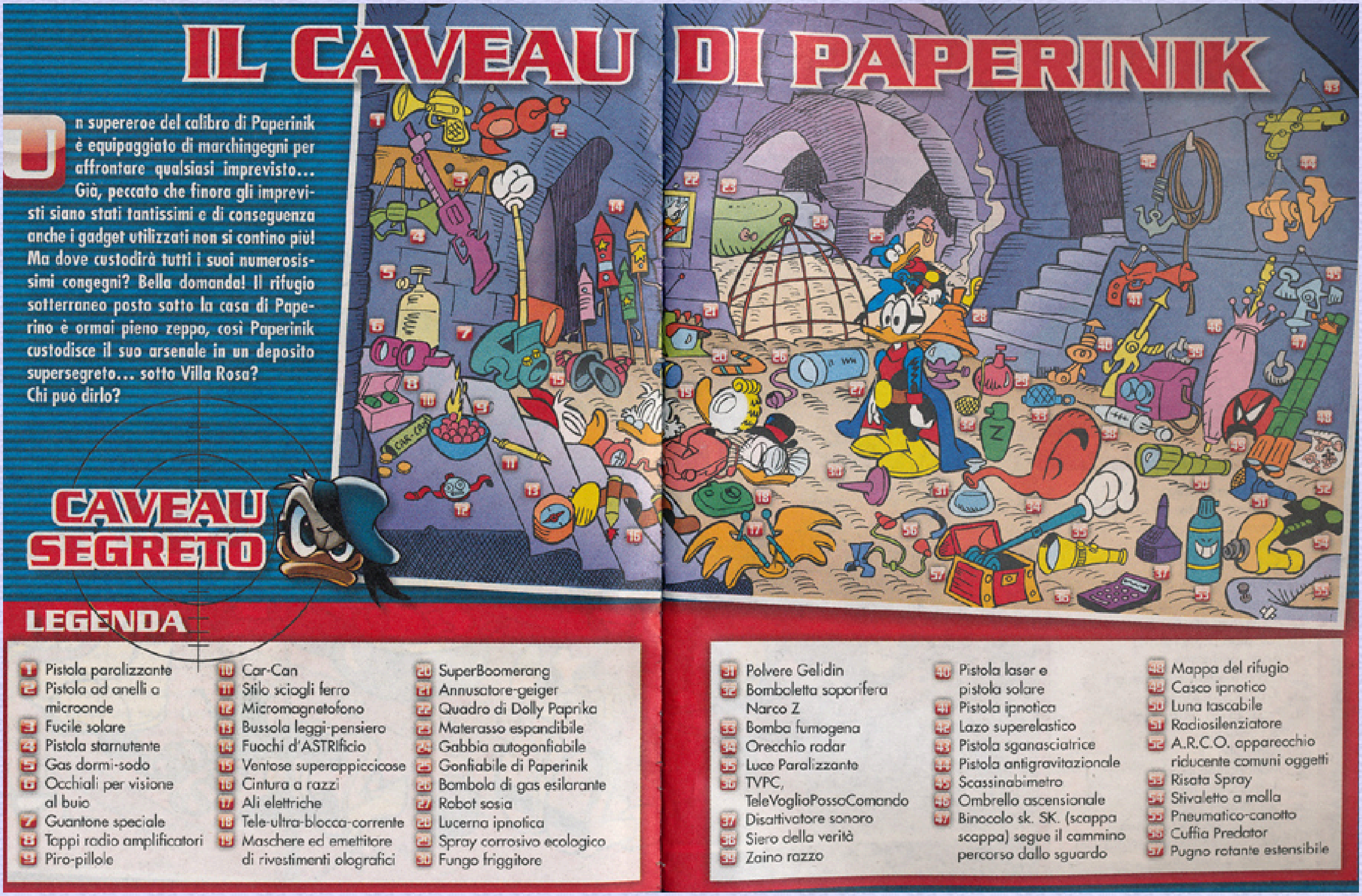


LEGENDA

ARMADIO

1. Pantaloni a ventosa per non scivolare dalla moto
2. Costume in maglia d'acciaio antiproiettile
3. Costume in pura seta, con collo antifreddo e cintura superborchiata
4. Costume classico
5. Costume di riserva
6. Mantello volatile
7. Cintura antigravità
8. Infradito con suole gonfiabili effetto gommone
9. Tacchi a propulsione esplosiva
10. Scarponcini con placche magnetiche
11. Stivaletti a elica
12. Stivali con suole aerostatiche per atterraggi morbidi
13. Berretto con tasca supersegreta interna porta Car-Can
14. Scarpa sforacchiante
15. Stivali con suole a ventosa
16. Pantofole cancella tracce
17. Scarponcini antigravità a pile
18. Lucido da scarpe cambiacolore
19. Stivaletti speciali con molle potenziate
20. Molle arrugginite + bottiglietta di olio lubrificante
21. Stivaletti a molla
22. Maschera

On this other plate several special devices of **DUCK AVENGER** are shown. This plate is probably intended to be located inside the Villa Rose secret hideout.



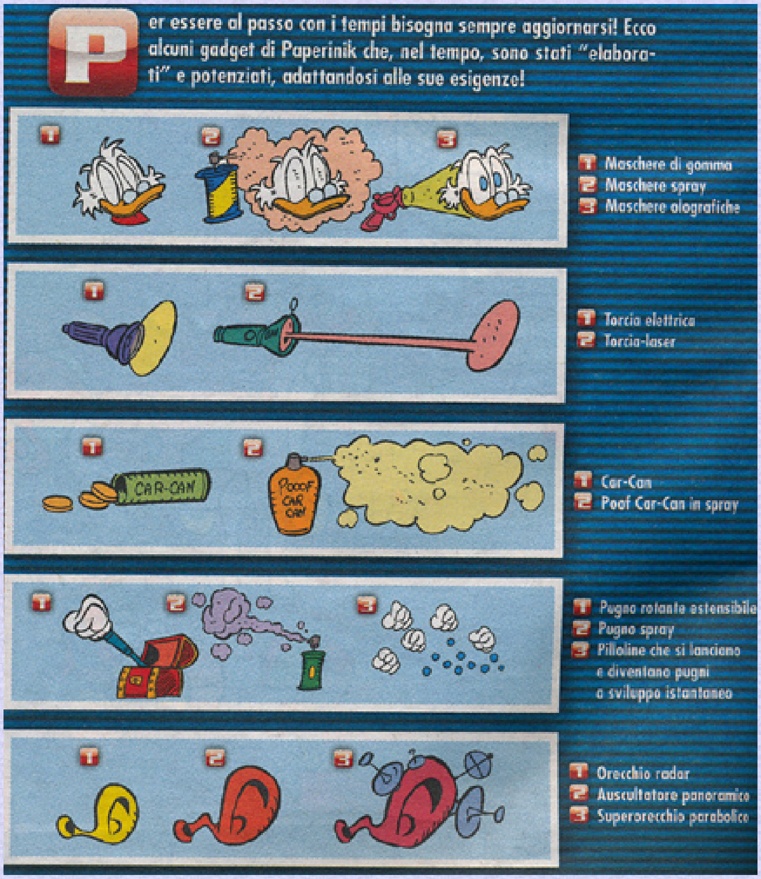
IL CAVEAU DI PAPERINIK

Un supereroe del calibro di Paperinik è equipaggiato di marchingegni per affrontare qualsiasi imprevisto... Già, peccato che finora gli imprevisti siano stati tantissimi e di conseguenza anche i gadget utilizzati non si contino più! Ma dove custodirà tutti i suoi numerosissimi congegni? Bella domanda! Il rifugio sotterraneo posto sotto la casa di Paperino è ormai pieno zeppo, così Paperinik custodisce il suo arsenale in un deposito supersegreto... sotto Villa Rosa? Chi può dirlo?

CAVEAU SEGRETO

LEGENDA

1. Pistola paralizzante
2. Pistola ad anelli a microonde
3. Fucile solare
4. Pistola starnutente
5. Gas dormi-sodo
6. Occhiali per visione al buio
7. Guantone speciale
8. Tappi radio amplificatori
9. Piro-pillole
10. Car-Can
11. Stilo sciogli ferro
12. Micromagnetofono
13. Bussola leggi-pensiero
14. Fuochi d'ASTRIficio
15. Ventose superappiccicose
16. Cintura a razzi
17. Ali elettriche
18. Tele-ultra-blocca-corrente
19. Maschere ed emettitore di rivestimenti olografici
20. SuperBoomerang
21. Annusatore-geiger
22. Quadro di Dolly Paprika
23. Materasso espandibile
24. Gabbia autogonfiabile
25. Gonfiabile di Paperinik
26. Bombola di gas esilarante
27. Robot sosia
28. Lucerna ipnotica
29. Spray corrosivo ecologico
30. Fungo friggitore
31. Polvere Gelidin
32. Bomboletta soporifera Narco Z
33. Bomba fumogena
34. Orecchio radar
35. Luce Paralizzante
36. TVPC, TeleVoglioPossoComando
37. Disattivatore sonoro
38. Siero della verità
39. Zaino razzo
40. Pistola laser e pistola solare
41. Pistola ipnotica
42. Lazo superelastico
43. Pistola sganasciatrice
44. Pistola antigravitazionale
45. Scassinabimetro
46. Ombrello ascensionale
47. Binocolo sk. SK. (scappa scappa) segue il cammino percorso dallo sguardo
48. Mappa del rifugio
49. Casco ipnotico
50. Luna tascabile
51. Radiosilenziatore
52. A.R.C.O. apparecchio riducente comuni oggetti
53. Risata Spray
54. Stivaletto a molla
55. Pneumatico-canotto
56. Cuffia Predator
57. Pugno rotante estensibile



Per essere al passo con i tempi bisogna sempre aggiornarsi! Ecco alcuni gadget di Paperinik che, nel tempo, sono stati "elaborati" e potenziati, adattandosi alle sue esigenze!

1 Maschere di gomma
2 Maschere spray
3 Maschere olografiche

1 Torcia elettrica
2 Torcia-laser

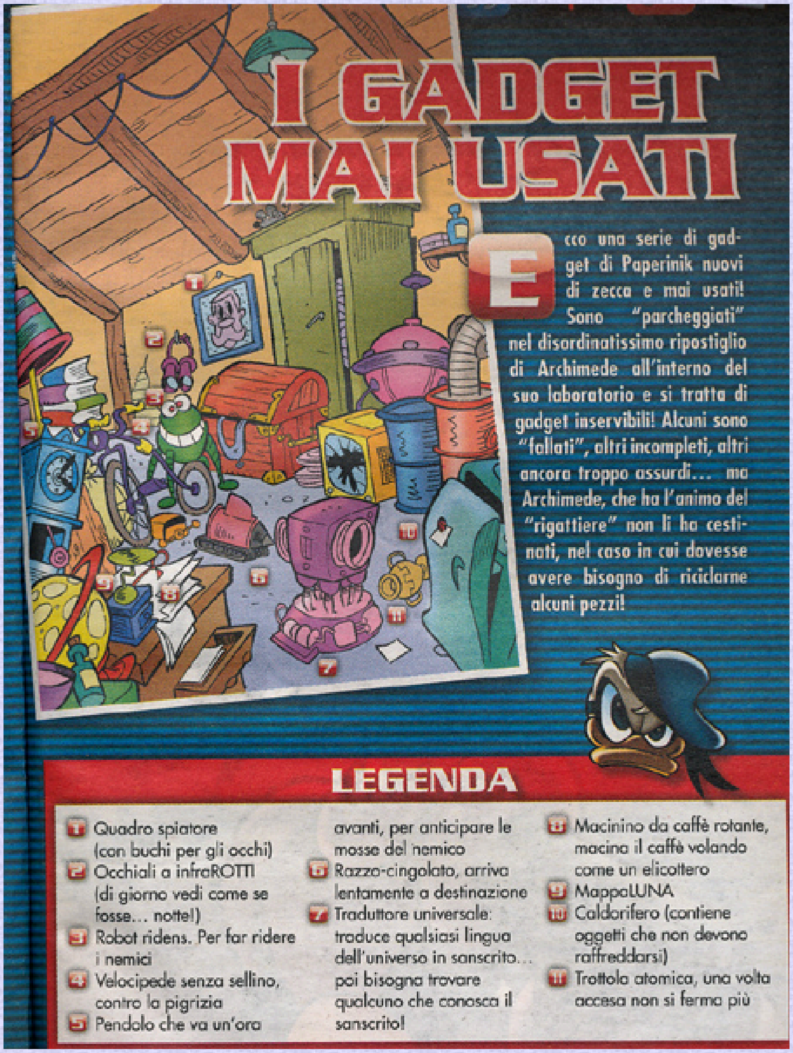
1 Car-Can
2 Poof Car-Can in spray

1 Pugno rotante estensibile
2 Pugno spray
3 Pilloline che si lanciano e diventano pugni a sviluppo istantaneo

1 Orecchio radar
2 Auscultatore panoramico
3 Superorecchio parabolico

This other plate from the same comic and always from Gervasio shows an evolution of some of the **DUCK AVENGER** special devices.

This interesting plate shows instead some special devices created by **Gyro Gearloose** but never used by **DUCK AVENGER**. These devices are stacked in the **Gyro Gearloose**'s laboratory floor.



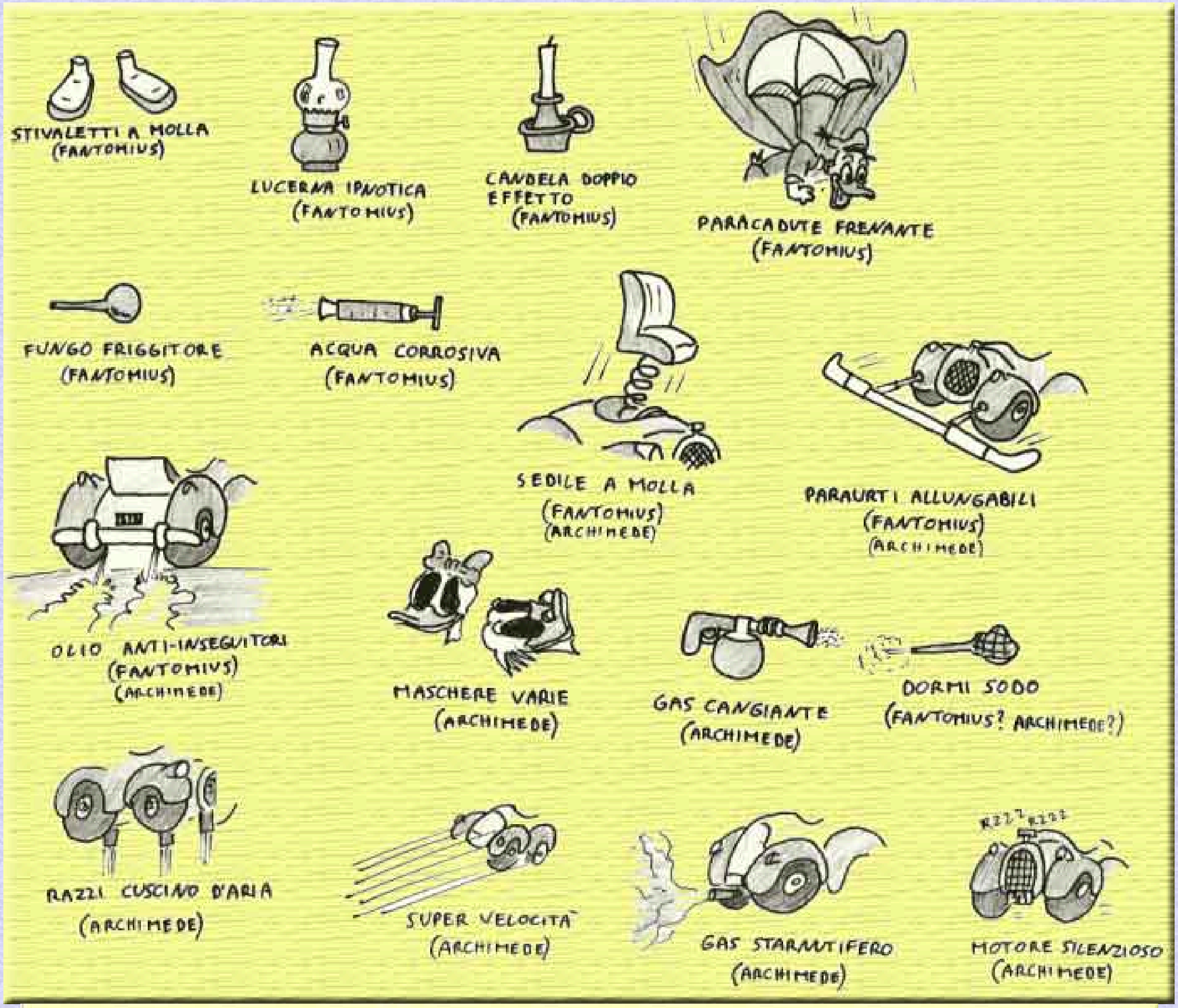
I GADGET MAI USATI

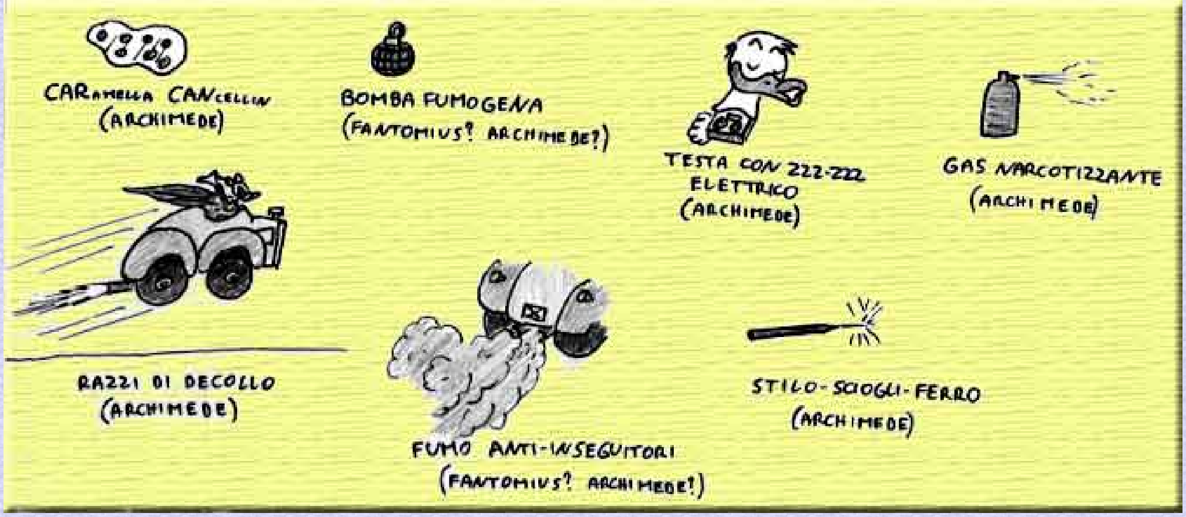
Ecco una serie di gadget di Paperinik nuovi di zecca e mai usati! Sono "parcheggiati" nel disordinatissimo ripostiglio di Archimede all'interno del suo laboratorio e si tratta di gadget inservibili! Alcuni sono "fallati", altri incompleti, altri ancora troppo assurdi... ma Archimede, che ha l'animo del "rigattiere" non li ha cestinati, nel caso in cui dovesse avere bisogno di riciclarne alcuni pezzi!

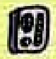
LEGENDA

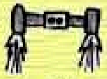
1 Quadro spiatore (con buchi per gli occhi)
2 Occhiali a infraROTTI (di giorno vedi come se fosse... notte!)
3 Robot ridens. Per far ridere i nemici
4 Velocipede senza sellino, contro la pigrizia
5 Pendolo che va un'ora avanti, per anticipare le mosse del nemico
6 Razzo-cingolato, arriva lentamente a destinazione
7 Traduttore universale: traduce qualsiasi lingua dell'universo in sanscrito... poi bisogna trovare qualcuno che conosca il sanscrito!
8 Macinino da caffè rotante, macina il caffè volando come un elicottero
9 MappaLUNA
10 Caldorifero (contiene oggetti che non devono raffreddarsi)
11 Trottola atomica, una volta accesa non si ferma più

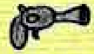
The following drawings show some of the special devices utilized by **DUCK AVENGER** in his adventures of the early years.

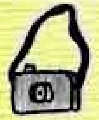

STIVALETTI A MOLLA
(FANTOMIUS)
LUCERNA IPNOTICA
(FANTOMIUS)
CANDELA DOPPIO EFFETTO
(FANTOMIUS)
PARACADUTE FRENANTE
(FANTOMIUS)
FUNGO FRIGGITORE
(FANTOMIUS)
ACQUA CORROSIVA
(FANTOMIUS)
SEDILE A MOLLA
(FANTOMIUS)
(ARCHIMEDE)
PARAURTI ALLUNGABILI
(FANTOMIUS)
(ARCHIMEDE)
OLIO ANTI-INSEGUITORI
(FANTOMIUS)
(ARCHIMEDE)
MASCHERE VARIE
(ARCHIMEDE)
GAS CANGIANTE
(ARCHIMEDE)
DORMI SODO
(FANTOMIUS? ARCHIMEDE?)
RAZZI CUSCINO D'ARIA
(ARCHIMEDE)
SUPER VELOCITÀ
(ARCHIMEDE)
GAS STARNUTIFERO
(ARCHIMEDE)
RZZZ RZZZ
MOTORE SILENZIOSO
(ARCHIMEDE)

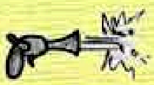

CARamella CANcellin
(ARCHIMEDE)
BOMBA FUMOGENA
(FANTOMIUS? ARCHIMEDE?)
TESTA CON ZZZ-ZZZ ELETTRICO
(ARCHIMEDE)
GAS NARCOTIZZANTE
(ARCHIMEDE)
RAZZI DI DECOLLO
(ARCHIMEDE)
FUMO ANTI-INSEGUITORI
(FANTOMIUS? ARCHIMEDE?)
STILO-SCIOGLI-FERRO
(ARCHIMEDE)

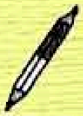

MINIMAGNETOFONO
A NASTRO CONTINUO
(PAPERINO? ARCHIMEDE?)

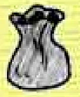

CINTURA RAZZO
(ARCHIMEDE)

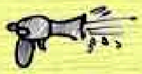

FINTO DISINTEGRATORE
DI CIOCCOLATO
(PAPERINO)

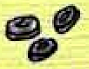

TELE-FRENO-ULTRASONICO
(ARCHIMEDE)

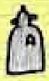

FINTO DISINTEGRATORE
SPRUZZA ARANCIATA
(PAPERINO)

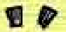

LAPIS BICOLORE
TAGLIA-SALDA METALLI
(ARCHIMEDE)

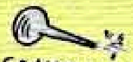

CHIAMASONNO
TEMPORIZZATI
(ARCHIMEDE)

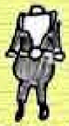

PISTOLA LIQUIDO
IPNOTICO
(ARCHIMEDE)

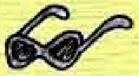

CARAMELLE
DOLCE-SONNO
(ARCHIMEDE)

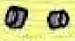

SONNO SPRAY
(ARCHIMEDE)

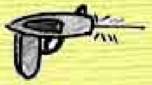

FILTRI NASALI
DEPURATORI
(ARCHIMEDE)

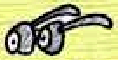

CANCELLINO
(ARCHIMEDE)

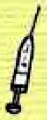

COSTUME IN MAGLIA
DI ACCIAIO ANTIPROIETTILE
(ARCHIMEDE)


OCCHIALI TELESCOPICI
A RAGGI INFRAROSSI
(ARCHIMEDE)

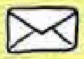

TAPPI AURICOLARI
RADIO AMPLIFICATORI
(ARCHIMEDE)

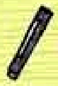

LASER
(ARCHIMEDE)

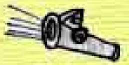

OCCHI TELESCOPICI
A RAGGI INFRAROSSI
VERSIONE POTENZIATA
(ARCHIMEDE)

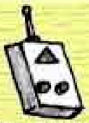

SIERO OBBEDIENZA
(ARCHIMEDE)

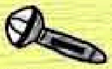
COMPRESSA ANNULLA
EFFETTO SIERO OBBEDIENZA
(ARCHIMEDE)

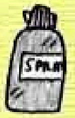

BUSTA GAS SOPORIFERO
(ARCHIMEDE)


GIRACHIAVE ELETTRONICO
(ARCHIMEDE)

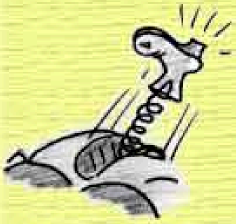

FRENO ELETTRONICO
A LARGO RAGGIO
(ARCHIMEDE)

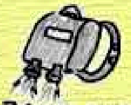

RIATTIVATORE
FRENO ELETTRONICO
(ARCHIMEDE)

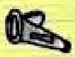

FUNGO SCIOGLITORE
(ARCHIMEDE)

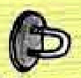


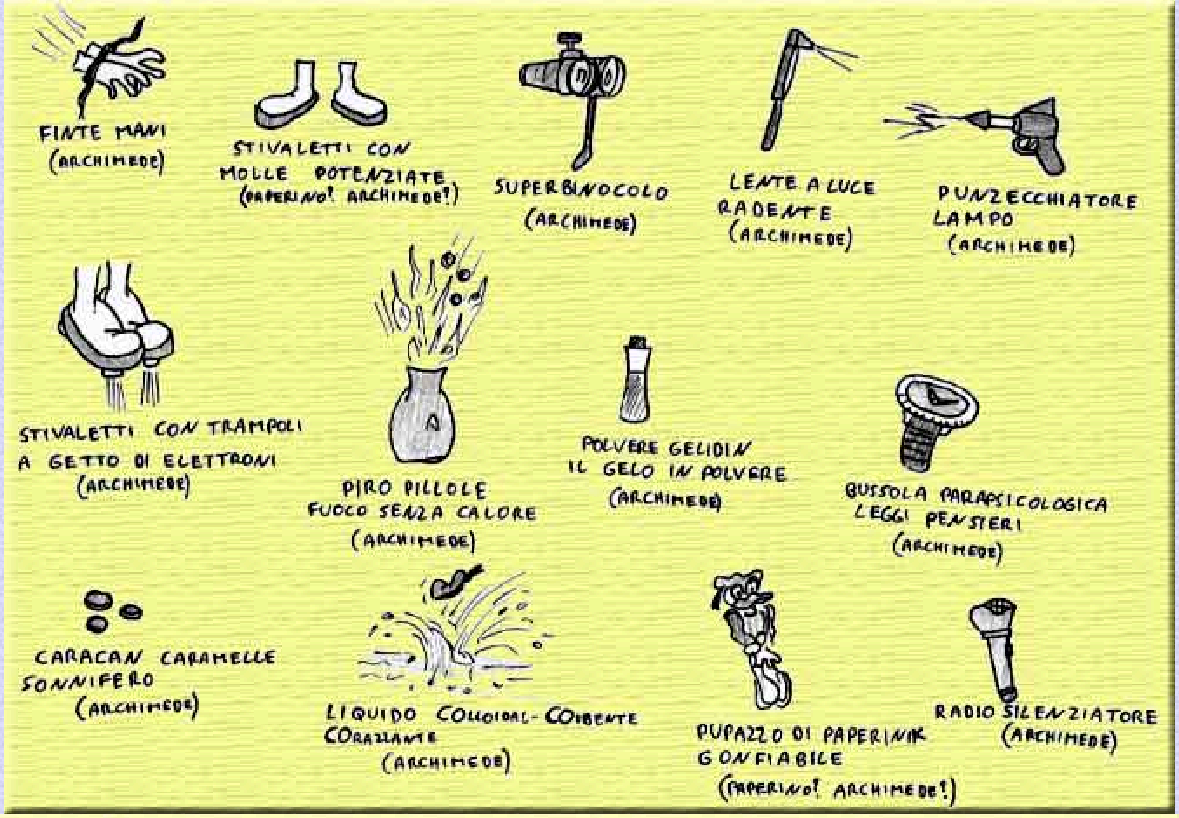
SPRAY ALTA CONCENTRAZIONE
(ARCHIMEDE)

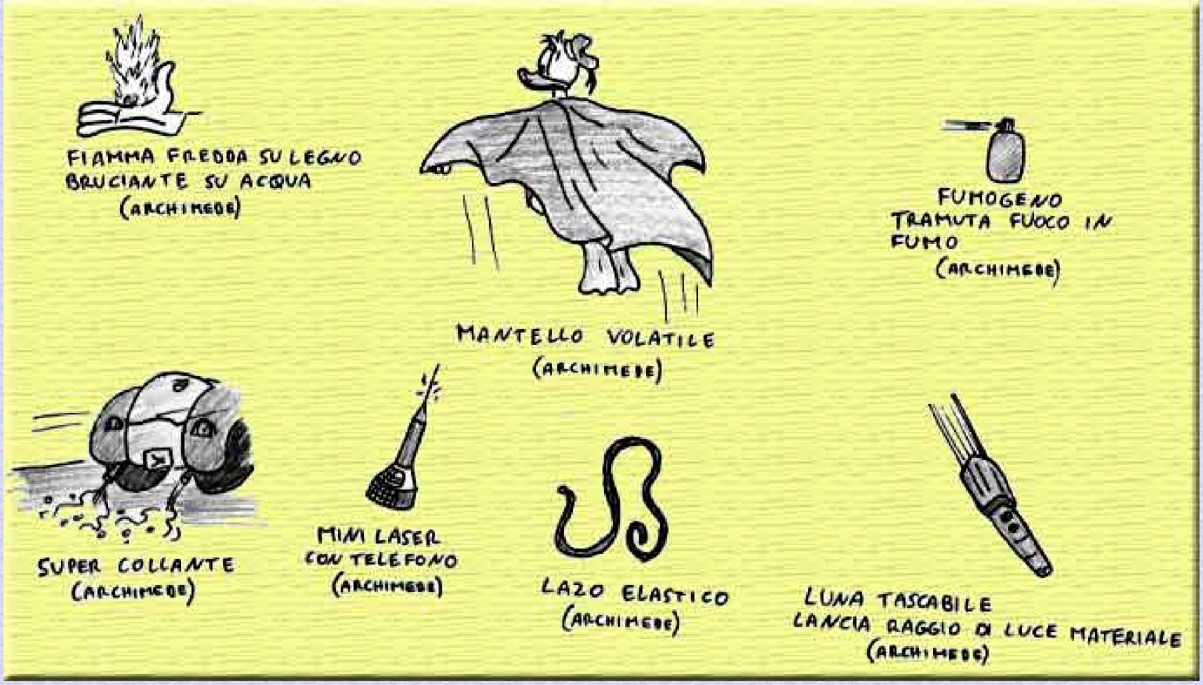

CALCIO ANTI-INTRUSO
(ARCHIMEDE)

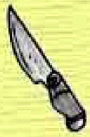

ZAINO RAZZO
(ARCHIMEDE)


TORCIA ELETTRO-NEUTRAL
(ARCHIMEDE)

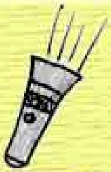

GIRA CALAMITA
(ARCHIMEDE)


FINTE MANI (ARCHIMEDE)
STIVALETTI CON MOLLE POTENZIATE (PAPERINO? ARCHIMEDE?)
SUPERBINOCOLO (ARCHIMEDE)
LENTE A LUCE RADENTE (ARCHIMEDE)
PUNZECCHIATORE LAMPO (ARCHIMEDE)
STIVALETTI CON TRAMPOLI A GETTO DI ELETTRONI (ARCHIMEDE)
PIRO PILLOLE FUOCO SENZA CALORE (ARCHIMEDE)
POLVERE GELIDIN IL GELO IN POLVERE (ARCHIMEDE)
BUSSOLA PARAPSICOLOGICA LEGGI PENSIERI (ARCHIMEDE)
CARACAN CARAMELLE SONNIFERO (ARCHIMEDE)
LIQUIDO COLLOIDAL-COIBENTE CORAZZANTE (ARCHIMEDE)
PUPAZZO DI PAPERINIK GONFIABILE (PAPERINO? ARCHIMEDE?)
RADIO SILENZIATORE (ARCHIMEDE)

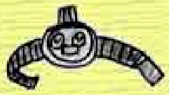

FIAMMA FREDDA SU LEGNO BRUCIANTE SU ACQUA (ARCHIMEDE)
MANTELLO VOLATILE (ARCHIMEDE)
FUMOGENO TRAMUTA FUOCO IN FUMO (ARCHIMEDE)
SUPER COLLANTE (ARCHIMEDE)
MINI LASER CON TELEFONO (ARCHIMEDE)
LAZO ELASTICO (ARCHIMEDE)
LUNA TASCABILE LANCIA RAGGIO DI LUCE MATERIALE (ARCHIMEDE)



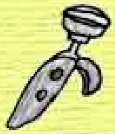
COLTELLO ELETTRONICO
TAGLIA TUTTO
(ARCHIMEDE)



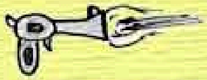
LUCE PARALIZZANTE
(ARCHIMEDE)



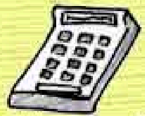
MICROMAGNETOFONO
(ARCHIMEDE)



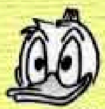
ELEKTRON-GRIMALDEL
UNIVERSALE
(ARCHIMEDE)



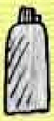
DISINTEGRATORE
(ARCHIMEDE)



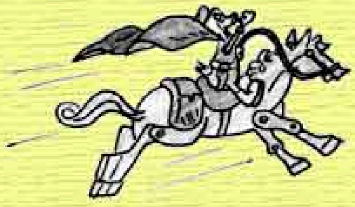
TELEVoglioPosso Comando
COMANDO AUTO A DISTANZA
(ARCHIMEDE)



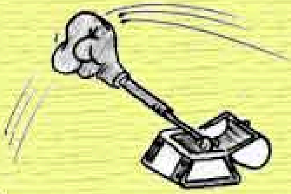
TESTA RUSSANTE
A RIPRESE INTERVALLATE
(ARCHIMEDE)



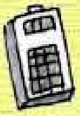
GAS LACRIMOGENO
(ARCHIMEDE)



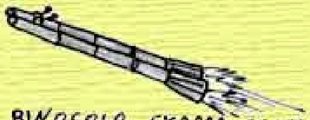
ARCHICAVALLO MECCANICO
(ARCHIMEDE)



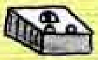
PUGNO ROTANTE ESTENSIBILE
(ARCHIMEDE)



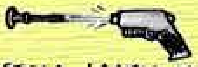
COMANDO A
ONDE ULTRACORTE
PER PUGNO ROTANTE
(ARCHIMEDE)



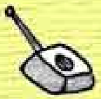
BINOCOLO SKAPPA SKAPPA
VOLANTE/FUMOGENO
(ARCHIMEDE)



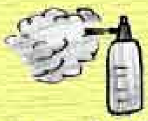
GENERATORE IMPULSI
SOPORIFERI



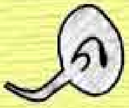
PISTOLA LANCIA MINI
TRASMITTENTE
(ARCHIMEDE)



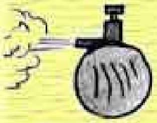
RICEVITORE
MINI TRASMITTENTE
(ARCHIMEDE)



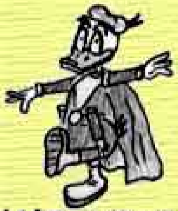
SPRAY NEBBIA
PERSISTENTE
(ARCHIMEDE)



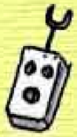
ORECCHIO RADAR
(ARCHIMEDE)



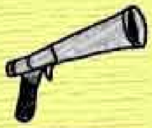
SPRAY MIMETICO
POLVERONE D'AGOSTO
(ARCHIMEDE)



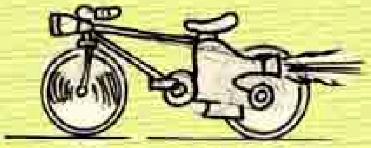
ROBOT DOPPIONE DI
PAPERINIK
(ARCHIMEDE)



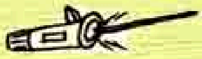
COMANDO CONTROLLO
ROBOT DI PAPERINIK
(ARCHIMEDE)



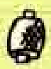
PISTOTROMBA
SPARA PALLOTTOLE MUSICALI
(ARCHIMEDE)



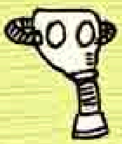
ARCHI- CICLO
(ARCHIMEDE)



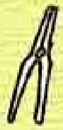
RAGGIO LASER
(ARCHIMEDE)



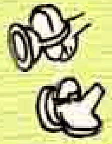
BOMBETTA
SOPORIFERA
(ARCHIMEDE)



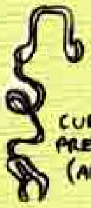
MASCHERA ANTIGAS
CON OCCHIALI NICTALOPUS
(ARCHIMEDE)



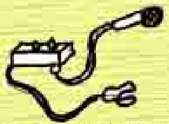
GIRA-CHIAVI
BREVETTATO
(ARCHIMEDE)



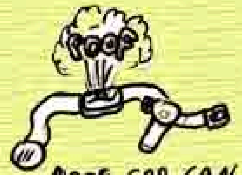
VENTOSE SUPER-
APPICCICOSE
(ARCHIMEDE)



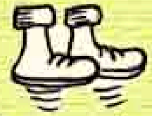
CUFFIA
PREDATOR
(ARCHIMEDE)



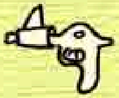
MICROFONO A
INSERIMENTO
TELEMATICO
(ARCHIMEDE)



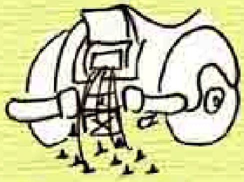
POOF CAR CAN
(ARCHIMEDE)



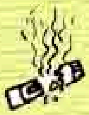
SCARPONCINI
ANTIGRAVITÀ
(ARCHIMEDE)



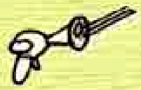
PISTOLA LASER
(ARCHIMEDE)



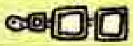
SPARGI CHIODI
(FANTOMIUS? ARCHIMEDE?)



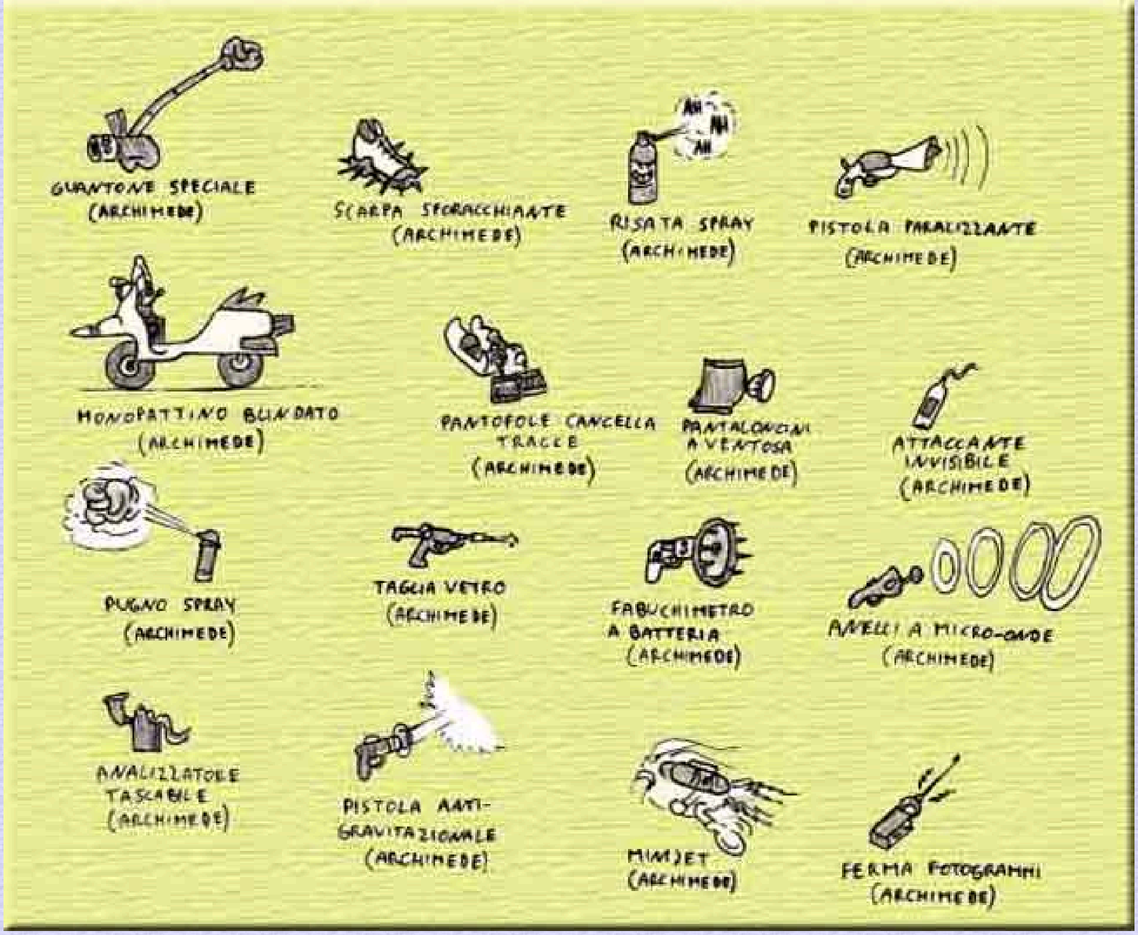
FIALA DI
PANICO CONDENSATO
(ARCHIMEDE)



RAGGIO
MAGNETICO
(ARCHIMEDE)

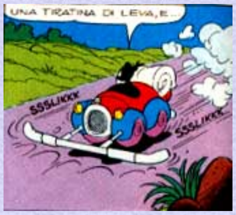


OCCHIALI
INFRAROSSI
(ARCHIMEDE)

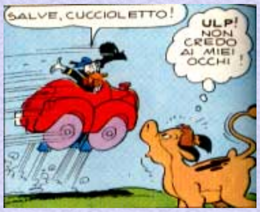

GUANTONE SPECIALE
(ARCHIMEDE)
SCARPA SFORACCHIANTE
(ARCHIMEDE)
AH
AH
AH
RISATA SPRAY
(ARCHIMEDE)
PISTOLA PARALIZZANTE
(ARCHIMEDE)
MONOPATTINO BLINDATO
(ARCHIMEDE)
PANTOFOLE CANCELLA TRACCE
(ARCHIMEDE)
PANTALONCINI A VENTOSA
(ARCHIMEDE)
ATTACCANTE INVISIBILE
(ARCHIMEDE)
PUGNO SPRAY
(ARCHIMEDE)
TAGLIA VETRO
(ARCHIMEDE)
FABUCHIMETRO A BATTERIA
(ARCHIMEDE)
ANELLI A MICRO-ONDE
(ARCHIMEDE)
ANALIZZATORE TASCABILE
(ARCHIMEDE)
PISTOLA ANTI-GRAVITAZIONALE
(ARCHIMEDE)
MINIJET
(ARCHIMEDE)
FERMA FOTOGRAMMI
(ARCHIMEDE)

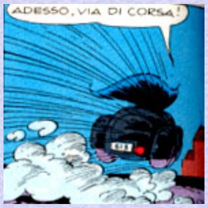
Top

The special car of DUCK AVENGER


UNA TIRATINA DI LEVA, E...
SSSLIKKK
SSSLIKKK

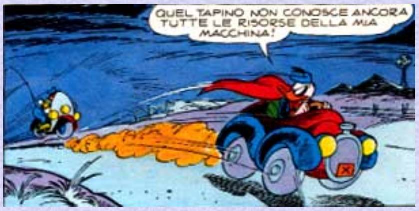
The car utilized by **DUCK AVENGER** during his missions was created in the first story, where **Gyro Gearloose**, following the indication of **FANTOMALLARD**' diary, started to install some special devices (spring ejection seat, extendible bumper and oil spread system) in the unhinged licence plate 313 of **Donald**'s car.

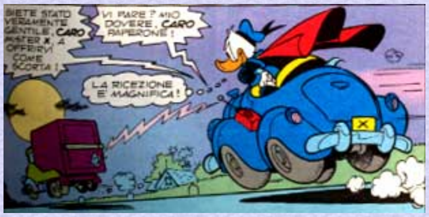

SALVE, CUCCIOLETTO!
ULP! NON CREDO AI MIEI OCCHI!


ADESSO, VIA DI CORSA!

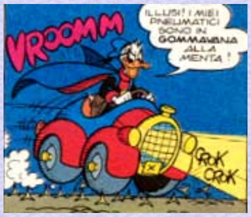
In the second adventure other devices are installed like the useful air cushion jets and the special camouflage iridescent gas which allows to paint the car in a dark flat black-green color and coming back to the original color in few minutes.
In this story changes his licence plate utilizing the number 613 (maybe the licence plate of **Gladstone**'s car?).

Starting from the third adventure the special car also becomes a flyer car, but the classical color, just a little bit darkened, is maintained and the licence plate changes definitely in the letter **X**.

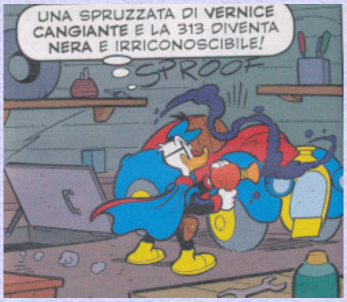

QUEL TAPINO NON CONOSCE ANCORA TUTTE LE RISORSE DELLA MIA MACCHINA!

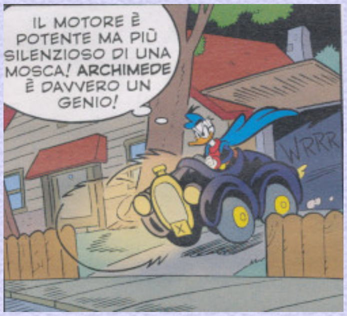

SIETE STATO VERAMENTE GENTILE, CARO MISTER X, A OFFRIRVI COME SCORTA!
VI PARE? MIO DOVERE, CARO PAPERONE!
LA RICEZIONE È MAGNIFICA!
X

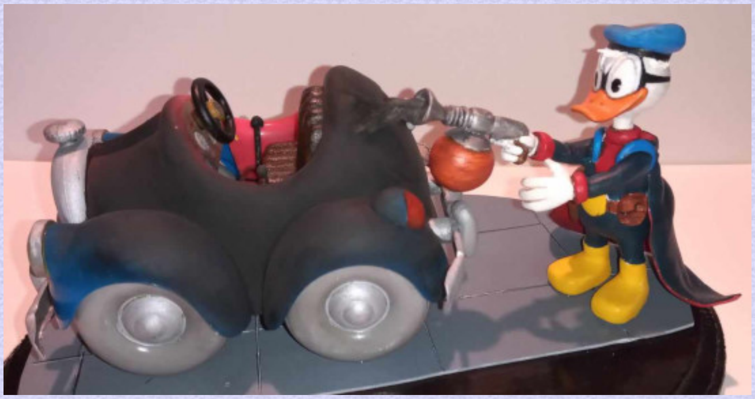
As the years went by, always newer devices were installed in **DUCK AVENGER**'s special car, unfortunately most of them grotesque and exagerated.
According to the artist, the special car is shown with differences in the shape and colors. Giovan Battista Carpi for instance likes to draw the car with the bumpers, which normally are not shown by the others artists. For what concerns the color, it changes in the stories from the classical red and blue to a slightly darker version, or to a completely black or dark blue. In some stories the classical red and blue color are maintained (some artists color the car in red only).

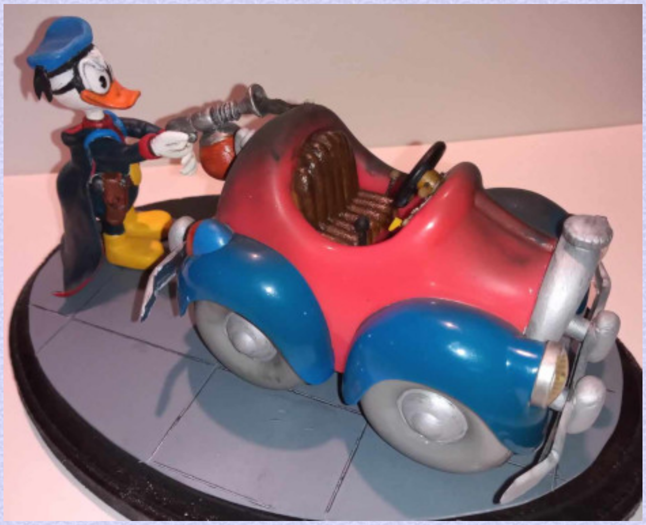

VROOMM
ILLUSI! I MIEI PNEUMATICI SONO IN GOMMAVANA ALLA MENTA!
CROK CROK

Duck Avenger use again the iridescent gas to get his car complettely black in the story by Gervasio and Pastrovicchio **DUVK AVENGER AND THE DISCIDE OF VILLA ROSE**.

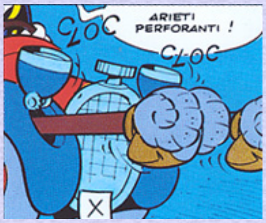

UNA SPRUZZATA DI VERNICE CANGIANTE E LA 313 DIVENTA NERA E IRRICONOSCIBILE!
SPROOF

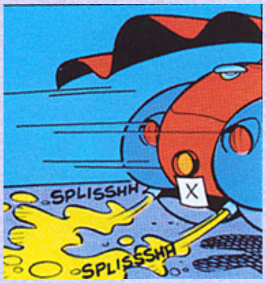

IL MOTORE È POTENTE MA PIÙ SILENZIOSO DI UNA MOSCA! ARCHIMEDE È DAVVERO UN GENIO!
WRRR

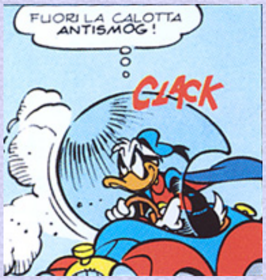


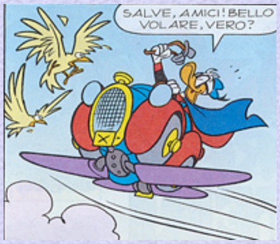


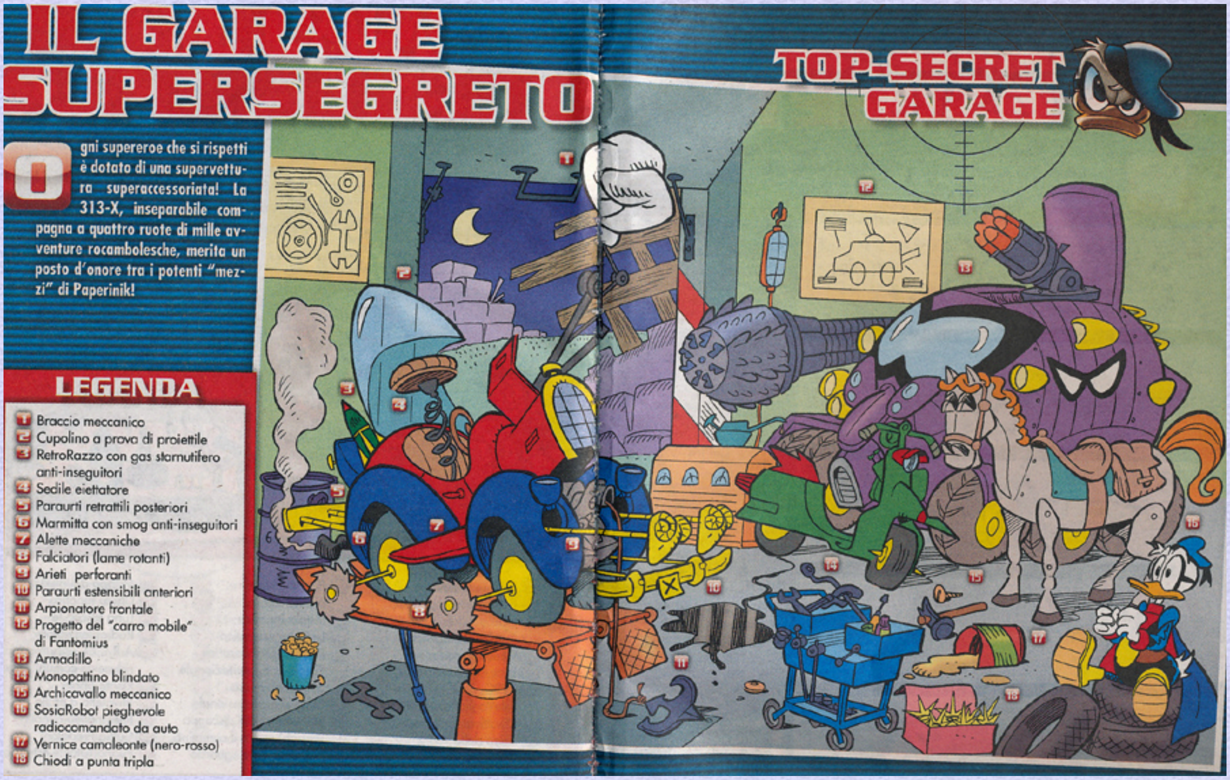
DUCK AVENGER AND THE IRIDESCENT GAS.








SALVE, AMICI! BELLO VOLARE, VERO?



IL GARAGE SUPERSEGRETO

TOP-SECRET GARAGE

Ogni supereroe che si rispetti è dotato di una supervettura superaccessoriata! La 313-X, inseparabile compagna a quattro ruote di mille avventure rocambolesche, merita un posto d'onore tra i potenti "mezzi" di Paperinik!

LEGENDA

1 Braccio meccanico
2 Cupolino a prova di proiettile
3 RetroRazzo con gas starnutifero anti-inseguitori
4 Sedile eiettatore
5 Paraurti retrattili posteriori
6 Marmitta con smog anti-inseguitori
7 Alette meccaniche
8 Falciatori (lame rotanti)
9 Arieti perforanti
10 Paraurti estensibili anteriori
11 Arpionatore frontale
12 Progetto del "carro mobile" di Fantomius
13 Armadillo
14 Monopattino blindato
15 Archicavallo meccanico
16 SosiaRobot pieghevole radiocomandato da auto
17 Vernice camaleonte (nero-rosso)
18 Chiodi a punta tripla

In the special issue Disney comic **PAPERINIK UN EROE E MILLE GADGET** (**DUCK AVENGER AN HERO AND HUNDREDS GADGETS**) the good artist Marco Gervasio shows the emrgency hideout of **FANTOMALLARD** transformed by **DUCK AVENGER** on a secret garage for his strange and unusual cars and machineries used in several adventures. On the right side of the wall the drawing of the **FANTOMALLARD**' special car prototype is shown.

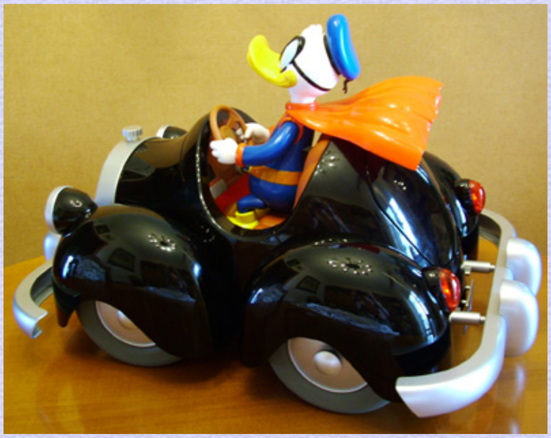
This **DUCK AVENGER** car model, originally was **Donald**'s 313 car toy included in the Italian Disney comic **TOPOLINo** from **n°2397** to **n°2400**. This model has been adeguately modified from the original design: the bumper has been added, on the inside handles and buttoms have been included and in the rear the fog light has been added as well. The car has been colored with the black-green matt painting as in the second **DUCK AVENGER** story, and the licence plate has been modified with the **X**.

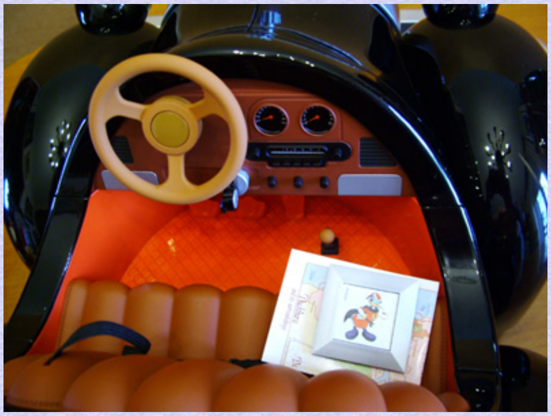
Others elements (radiator, hubcaps, seat etc..) have been repainted as well in order to give a less toy-like aspect to the car. Of course, **Donald** as the driver has been modified with a most appropriate **DUCK AVENGER** costume.

In the 2007 the first issue of the **DeAgostini** Library dedicated to the famous **Donald**'s car 313. Together the firt 66 volumes the elements and the relevant instruction to made the car are given incuding the plastic figures of **Donald** and his nephewes. In the volumes interesting and useful informations about this and other Disney cars, drawings and articles are present.
Starting from the volume n. 76 all the elements and the relevant instruction to modify the classical **Donald** 's car in the special X car of **DUCK AVENGER** are given.

The car is thus modified with the special black paint, alloy rims and the extendable bumpers. Of course together the various car element also the figure of **DUCK AVENGER** is given. Also in this case the 20 volumes dedicated to the special X car are plenty of interesting informations about the car, the **DUCK AVENGER**'s special tricks and tools, his best adventures, the **FANTOMALLARD**' special car, the super Spider of **Marvel Daisy**, some information about the futuristic **PK** and about some other cars of various Disney Characters.

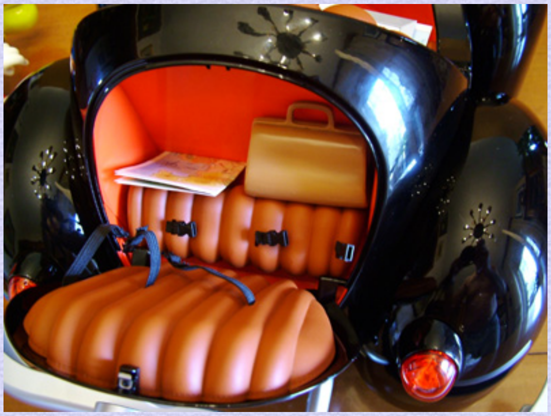
The model is compoused by plastic and metal parts, several screws and electrical cables. Full mounted the car is 56 cm long and 40 cm large with a total weight of about 4,5 Kg. When the figure of **DUCK AVENGER** is installed the total high of the toy is about 35 cm. A very unique and well made collectible gadget for any Disney fans.

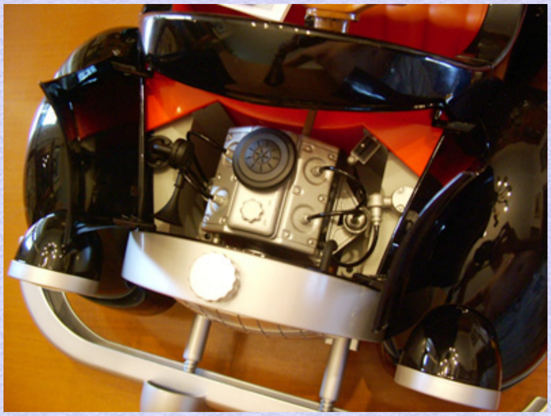




Both the car versions are equipped with stering wheels and spring suspensions, functioning front and rear lights, seats soft touch leather-like, gear stick, functioning clacson, radio with three songs, starter key, and the sound of the motor. Some gadgets are also present in the car like for instance the picture of **Daisy** and **Marvel Daisy**, box tools, Duckburg and Mousetown maps, umbrella, alarm clock, suitcase, and relevant back carry-suitcase.

The model is equipped with a back bonnet which can be open and with the back seat which is normaly used by the **Donald** 's nephewes. In the **DUCK AVENGER**'s back bonnet thereare the box with the special tools and the maps of Duckburg and Mousetown. Being a car of the 50s the seat belts seem too modern and are not so credible.





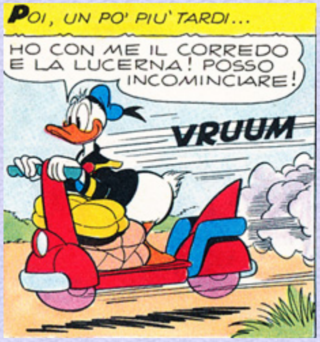
Also the motor bonnet can be open in order to show the beautiful reproduction of the motor complete of head, candels, battery, coil ignition, clacson horn and Air filter. Well made is also the metal radiator with the typic upper cap. The motor and the other sound effects are made by means of two battery.

An interesting computer graphic movie about the **Donal Duck** and **DUCK AVENGER** car has been made by **3D studio Max** and placed on Youtube.
http://www.youtube.com/watch?v=fmAoBRHJZac.html

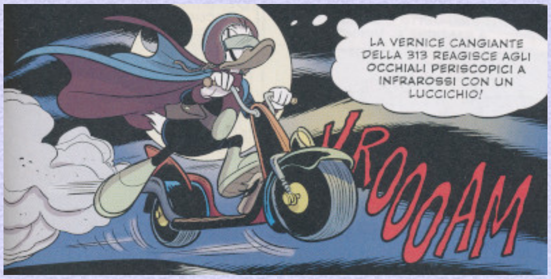
Premi invio

A huge model of the **DUCK AVENGER**'s car has been made during the Carneval of Morbegno (Italy) in the 2008. Also in this case the relevant film is available on Yuotube.
http://www.youtube.com/watch?v=CgQh7Igc9GM.html

DUCK AVENGER's other special vehicles

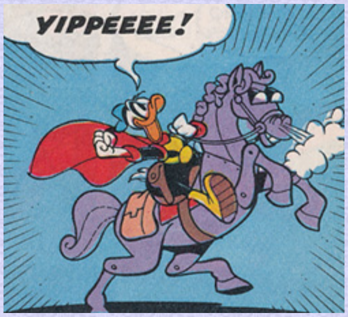

POI, UN PO' PIU' TARDI...
HO CON ME IL CORREDO E LA LUCERNA! POSSO INCOMINCIARE!
VRUUM

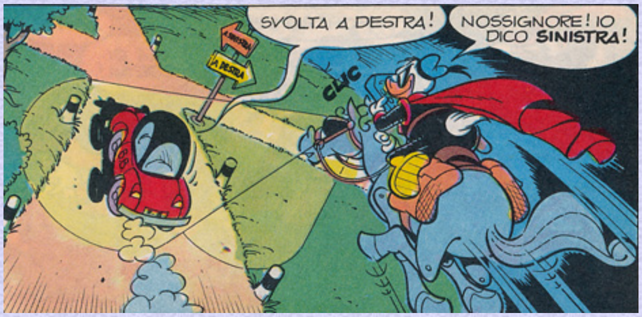
Other than his special car **DUCK AVENGER** in some adventures utilize strange vehicles always created by his friend **Gyro Gearloose**. Just before **Donal** dressed the **FANTOMALLARD**' costume thus in the first story ***PAPERINIK IL DIABOLICO VENDICATORE*** (***DUCK AVENGER THE DEVILISH AVENGER***) published on italian comic book **TOPOLINO. n. 706-707** he use a special jet scooter to bring back from Villa Rose the costume and the hipnotic oil lamp. This jet scooter was given to him by **Gyro** while he was modify the Donald' car installing the first special devices as for the **FANTOMALLARD**' diary.

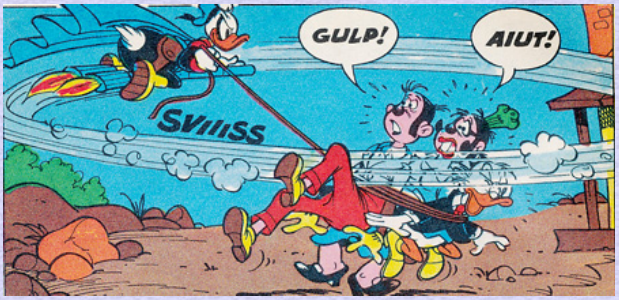

LA VERNICE CANGIANTE DELLA 313 REAGISCE AGLI OCCHIALI PERISCOPICI A INFRAROSSI CON UN LUCCICHIO!
VROOOAM

Duck Avenger use again the special speciale jet scooter instead of the special car which was stolled by the **Beagle Boys** in the story by Gervasio and Baccinelli **DUCK AVENGER AND THE HISTORIC THEFT** published on the italian comic book TOPOLINO n. 3577 in 2024.

The first real special vehicle used by **DUCK AVENGER** can be considere the Gyro-horse which was a mechanical flying horse appeared in the story ***PAPERINIK E LA PARAPSICOLOGIA*** (***DUCK AVENGER AND THE PARAPSICOLOGY***) published on **TOPOPLINO n. 1125**.

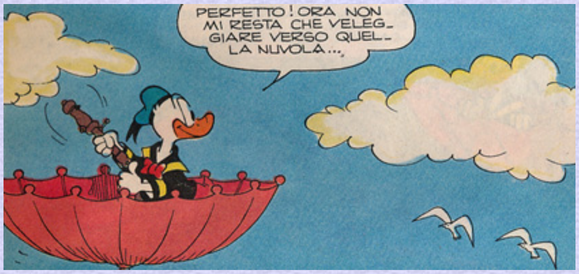


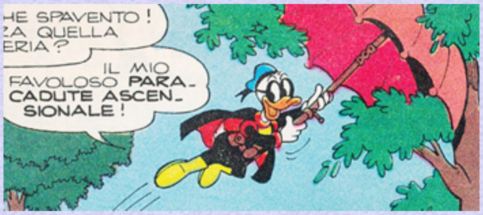

SVOLTA A DESTRA!
NOSSIGNORE! IO DICO SINISTRA!
A DESTRA
CLIC

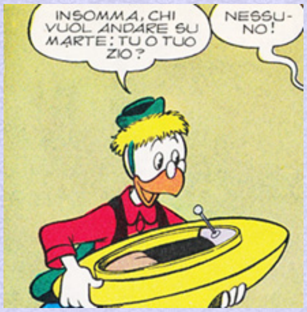

GULP!
AIUT!
SVIISS

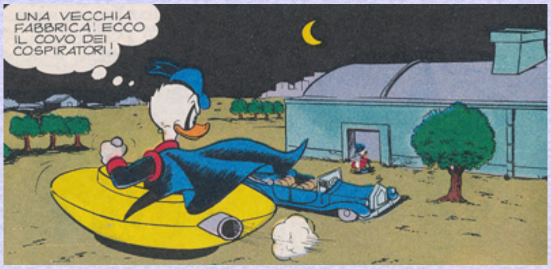
In the story ***PAPERINIK E IL BINOCOLO DI SCAPPAMENTO*** (***DUCK AVENGER AND THE EXAUST-BINOCULARS***) published on **TOPOLINO n.1167-1168 Gyro Gearloose** provides to the masked duck a special flying device which was a long binoculars to ride as a flying broom.

In the story ***PAPERINIK E IL PARACADUTE ASCENSIONALE*** (***DUCK AVENGER AND THE RISING PARACHUTE***) published on **TOPOLINO. n. 1176** , **Donal** receive from **Gyro** a strange large flying umbrella volante named as rising parachute.


PERFETTO! ORA NON MI RESTA CHE VELEGGIARE VERSO QUELLA NUVOLA...

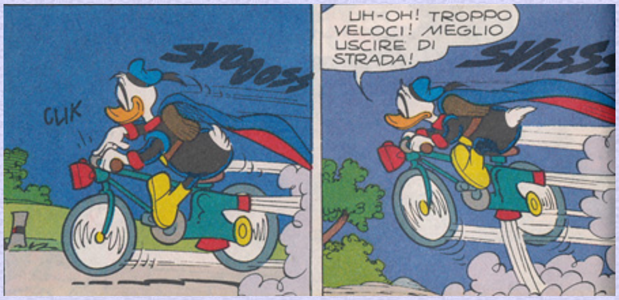

HE SPAVENTO! ZA QUELLA ERIA?
IL MIO FAVOLOSO PARACADUTE ASCENSIONALE!

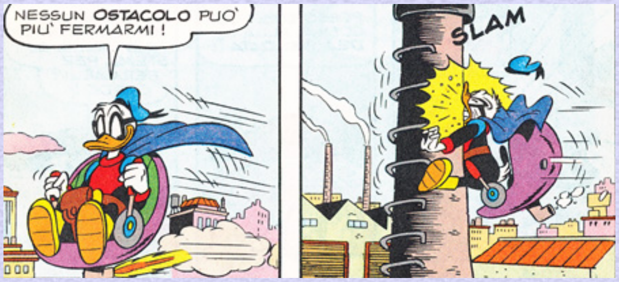

INSOMMA, CHI VUOL ANDARE SU MARTE: TU O TUO ZIO?
NESSUNO!


UNA VECCHIA FABBRICA: ECCO IL COVO DEI COSPIRATORI!

In the story ***PAPERINIK SUPERSTAR*** (***DUCK AVENGER SUPERSTAR***) published on **TOPOLINO. n. 1334** , **DUCK AVENGER** is equipped with a small flying saucer to be used as silence vehicle to spy his enemy.

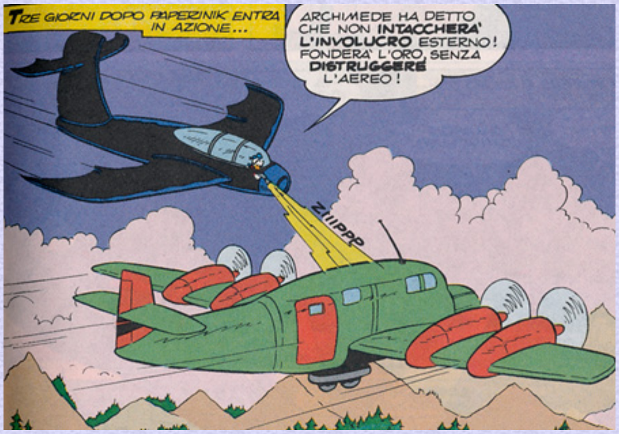
In the story ***PAPERINIK E IL DRAMMA CICLICO*** (***DUCK AVENGER AND THE CYCLIC DRAMA***) published on the larger size comic book **ALMANACCO TOPOLINO. n. 214** , **DUCK AVENGER** use a special high speed Gyro-cyclo of course always created by his friend **Gyro Gearloose**.

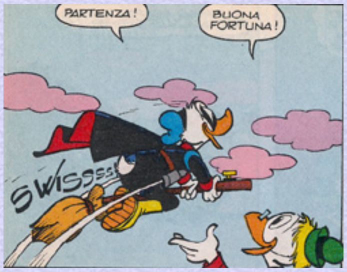

SVROOSH
CLIK
UH-OH! TROPPO VELOCI! MEGLIO USCIRE DI STRADA!
SHISSS


NESSUN OSTACOLO PUO' PIU' FERMARMI!
SLAM

In the story ***PAPERINIK E GLI OCCHIALI MAGICI*** (***DUCK AVENGER AND THE MAGIC GLASSES***) published on **TOPOLINO n. 1962** , **DUCK AVENGER** use a special flying armchair which unfortunatelly for him it is very difficult to pilot.

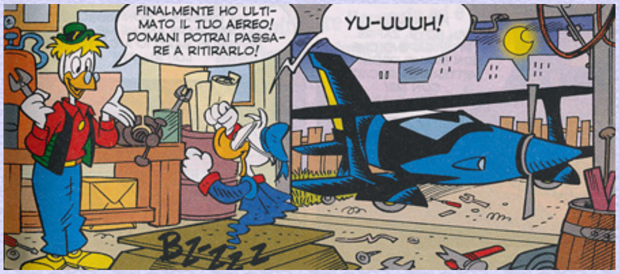
A real aircraft in the shape of a batman style vehicle is also used by **DUCK AVENGER** in the story ***PAPERINIK E GLI ALIENI*** (***DUCK AVENGER AND THE ALIENS***) published on **ALMANACCO TOPOLINO. n. 292** . Also in this case the special vehicle was for scure created by **Gyro**.

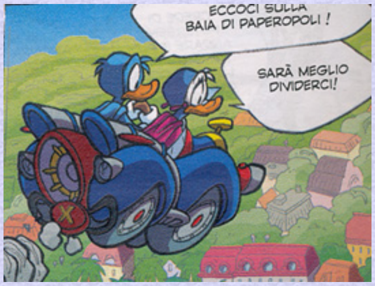

TRE GIORNI DOPO PAPERINIK ENTRA IN AZIONE...
ARCHIMEDE HA DETTO CHE NON INTACCHERA' L'INVOLUCRO ESTERNO! FONDERA' L'ORO, SENZA DISTRUGGERE L'AEREO!
ZIIPPP

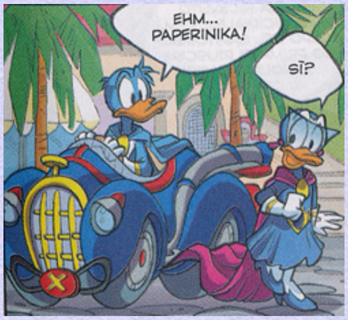

PARTENZA!
BUONA FORTUNA!
SWISSS

In the story ***PAPERINIK CONTRO I METEO ROBOT*** (***DUCK AVENGER AGAINST THE METEO ROBOT***) published on **ALMANACCO TOPOLINO. n. 290** , **DUCK AVENGER** is equipped by **Gyro** of a special broom which has the special characteristic to wipe away the clouds.

Another strange aircraft created by **Gyro** for **DUCK AVENGER** it is shown in the story*PAPERINIK CONTRO ZAFIRE* (*DUCK AVENGER AGAINST ZAFIRE*) published on **TOPOLINO. n. 2695**.

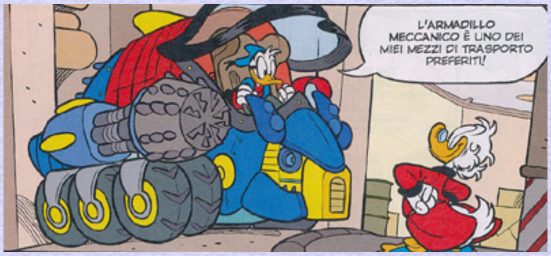

FINALMENTE HO ULTIMATO IL TUO AEREO! DOMANI POTRAI PASSARE A RITIRARLO!
YU-UUUH!
BZZZZ

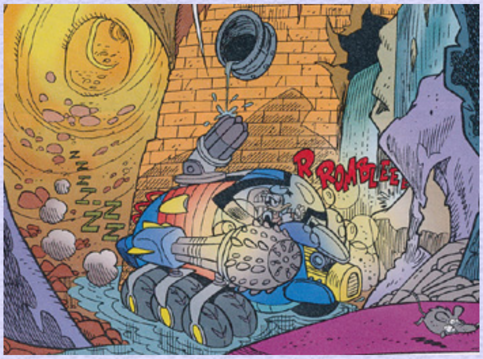

ECCOCI SULLA BAIA DI PAPEROPOLI!
SARÀ MEGLIO DIVIDERCI!

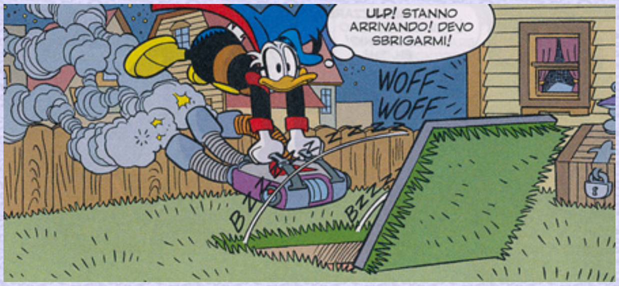

EHM... PAPERINIKA!
SÌ?

In the ULTRAHEROES saga published on **TOPOLINO. n. 2727-2734, 2755** , **DUCK AVENGER** use a modified "ultra" version of his special car.

In the adventures ***PAPERINIK E LA SCHEGGIA ORBITALE*** (***DUCK AVENGER AND THE ORBITAL SPLINTER***) published on **TOPOLINO. n. 2850** and ***PAPERINIK E IL SUBDOLO PERICOLO CUCCIOLO*** (***DUCK AVENGER AND THE SHIFTY PUPPY DANGER***) published on **TOPOLINO. n. 2853**, the masked duck use a powerful, armored and armed excavator named mechanical Armarillo.

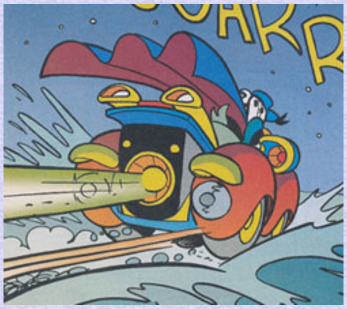

L'ARMADILLO MECCANICO È UNO DEI MIEI MEZZI DI TRASPORTO PREFERITI!

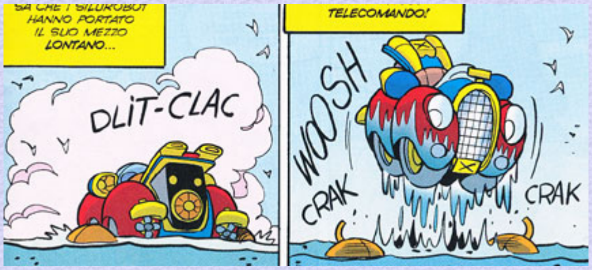

RROMBLEEE
ZZZZZ

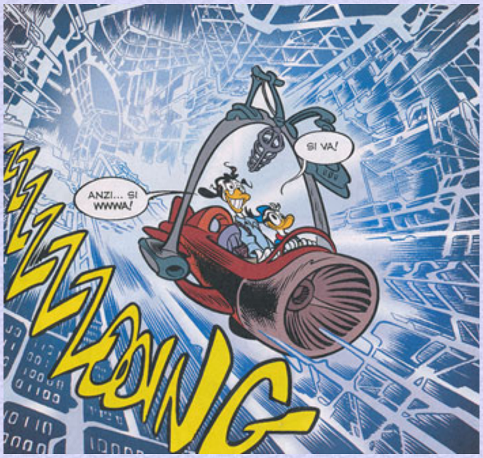

ULP! STANNO ARRIVANDO! DEVO SBRIGARMI!
WOFF WOFF
BZZZ
BZZZ

In the story ***PAPERINIK E IL RITORNO DI MAD DUCKTOR*** (***DUCK AVENGER AND THE RETURN OF MAD DUCKTOR*** published on **TOPOLINO. n. 2967**, **DUCK AVENGER** use as a fast transport vehicle a special device with retro-rockets.

In the adventures ***PAPERINIK SULL'OCEANO SCOMBINATO*** (***DUCK AVENGER ON THE CHAOTIC OCEAN***) published on **TOPOPLINO. n. 3006, 3007, 3008, 3009 Gyro Gearloose** gives to **DUCK AVENGERs** a new super-powered car with new advanced special devices called **313-XTREME**.

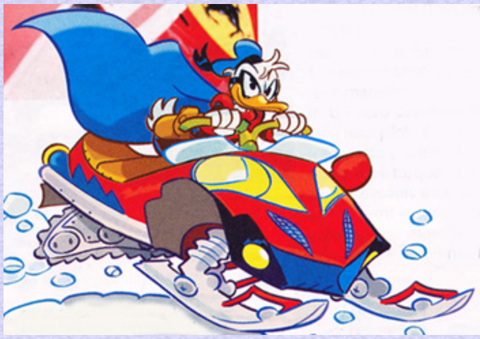


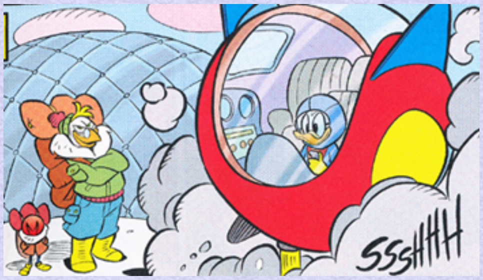

SA CHE I SILUROBOT HANNO PORTATO IL SUO MEZZO LONTANO...
TELECOMANDO!
DLIT-CLAC
WOOSH
CRAK
CRAK

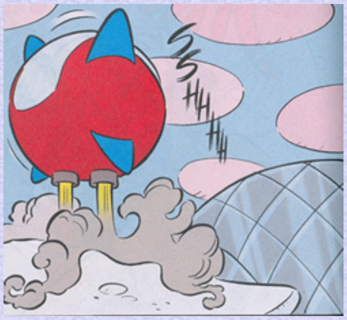

ANZI... SI WWWA!
SI VA!
ZZZZOING

In the story ***PAPERINIK E IL MISTERO DEL FALSO CHE È VERO*** (***DUCK AVENGER AND THE MISTERY OF THE TRUE FAKE*** published on **TOPOPLINO n. 3092**, **DUCK AVENGER** together the singer **Paperefano Bolletta** use the Interjet, a strange vehicle created by **Gyro Gearloose** to materially fly inside the web net.

Even if not related to a story, an article published on **TOP. n° 3113** shows a beautiful image of **Duck Avenger** on board of a strange "snow motocycles".

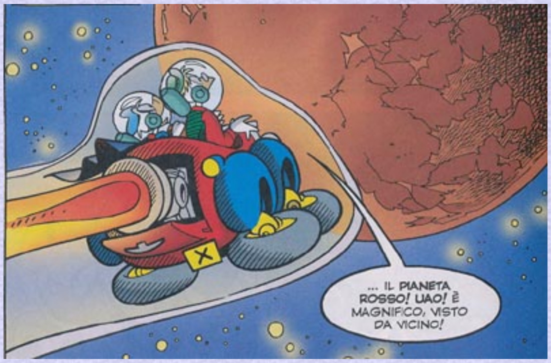


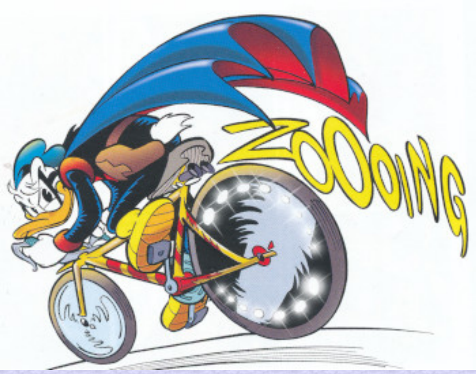




In the story ***PAPERINIK E IL PROTOCOLLO MAD DUCKTOR*** (**DUCK AVENGER AND THE MAD DUCKTOR PROTOCOL**) published in Italy on **TOPOLINO. n. 3126**, **Duck Avenger** is using a futuristic flying machinery always created by **Gyro**.

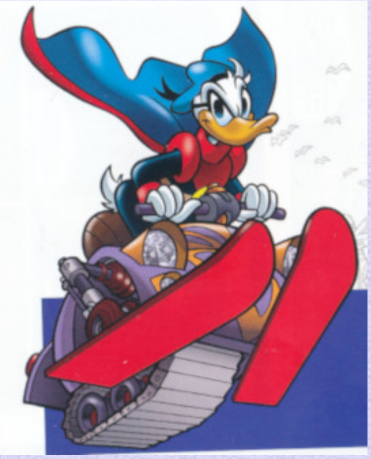
In the story **PAPERINIK E LA DOPPIA INVASIONE** (**DUCK AVENGER AND THE DOUBLE INVASION**)published in Italy on **TOPOPILNO. n° 3217** it is show a "space variant" of the **Duck Avenger** special car 313 X .

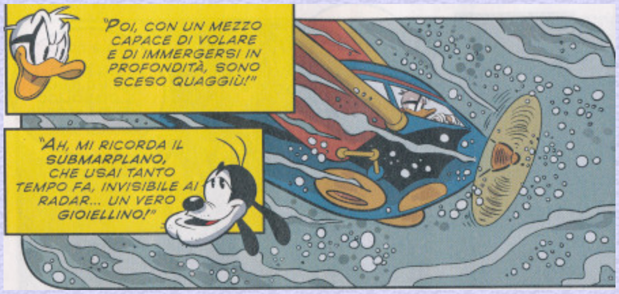

X
... IL PIANETA ROSSO! UAO! È MAGNIFICO, VISTO DA VICINO!



Very interesting the **Duck Avenger** sun energy high speed special bike also this one created by **Gyro**.

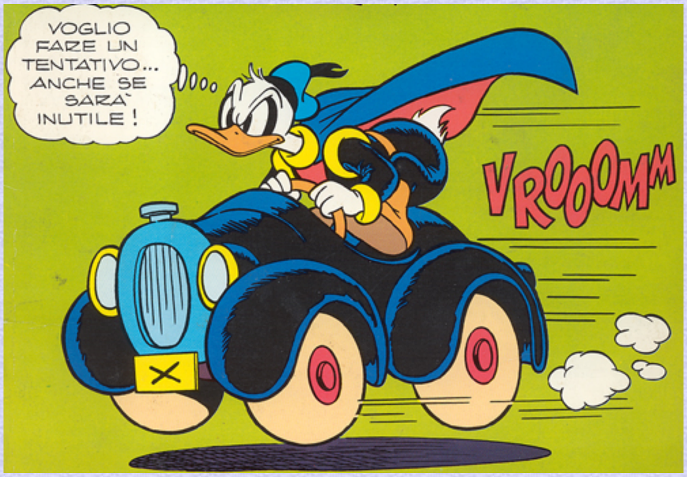
Beautiful and usefull is the special snow tracked sled used by **Duck Avenger** to patrol the city during heavy snowfall.




"POI, CON UN MEZZO CAPACE DI VOLARE E DI IMMERGERSI IN PROFONDITÀ, SONO SCESO QUAGGIÙ!"
"AH, MI RICORDA IL SUBMARPLANO, CHE USAI TANTO TEMPO FA, INVISIBILE AI RADAR... UN VERO GIOIELLINO!"

Duck Avenger use a special Submarplane to reach the secret submarine base of the misterious **Zeus** (**Dr. Vulter alias Orango**) in the fourth episode of the story
OPERATION ZEUS- IN THE DEEP
This machine is basicaly the same used by **Mr. Gloomy** and **Michey Mouse** in 1935 in the Gottfredson adventure **MICKEY MOUSE AND THE PIRATE SUBMARINE** wher for the first time appeared the criminal **Dr. Vulture alias Orango**.

TOP


VOGLIO FARE UN TENTATIVO... ANCHE SE SARÀ INUTILE!
VROOOMM